SONIC&SAGE

a dynamic like no other

A Comprehensive Analysis Of Sonic The Hedgehog & Sage's Dynamic

[Disclaimer: Contains Spoilers for Sonic Frontiers, Sonic Racing: CrossWorlds & Sonic IDW]

Written By Sega Informant

Follow me
I'm standing on the border of everything
Listen close
Can you hear the spirits sing
Lost messages of long ago?

Leave the life you knew before
See a new world worth fighting for
Find the truth of who I'm meant to become
Another path I must now walk on

I'm here
Reaching far across these new frontiers
With my life I fight this fear
In my hands I hold the ones I love
Walk forward through the cold dawn
Always to new horizons

Come with me
We'll travel through the trials and tragedy
Blessed and bleak
Can you hear the spirits shout
The secrets in their melodies?

Dream
Explore the mysteries
Breathe
A new life is revealed to me
Once again we'll start our story anew
Don't be afraid I will be with you

I'm here
Reaching far across these new frontiers
With my life I fight this fear
In my hands I hold the ones I love
Walk forward through the cold dawn
Always to new horizons

Standing here
The way ahead's becoming clear
All across these new frontiers
In my hands I hold the ones I love
Walk forward through the cold dawn
Always to new horizons

The Sonic franchise has seen many characters introduced that end up leaving an impact on fans. Characters like Knuckles, Shadow, Silver, Blaze, Infinite and many more. 2022 continued this trend when Sonic Frontiers released. It featured many new elements, from art style to gameplay, but its biggest contribution for fans was the brand new character. The digital AI known as Sage.

Sage, the daughter of Dr. Eggman and future heir of the Eggman Empire, has had a choke hold on fans since her debut 4 years ago. Since her inclusion, she has appeared in merchandise, animations, spin-off games and the IDW comics, and it's certain that her presence in the series will continue to grow, presenting herself as a core part of the franchise's brand in the future.

One part of her rising popularity is due to her dynamic with Dr. Eggman, with her daughter role being one loved by the community, with numerous art work demonstrating her bond with the Doctor. However, there's been a certain trend of people who felt her bond with Eggman is…underdeveloped, with some feeling dissatisfied with the lack of time spent building that dynamic between the two characters. This gap that people see in her character development usually is made for Eggman, but I'd argue that the doctor isn't the main driving force of Sage's character development in Frontiers, and in fact, goes to who can be seen as the second most important character in not only Sage's development as a character, but also in her life. That character is…

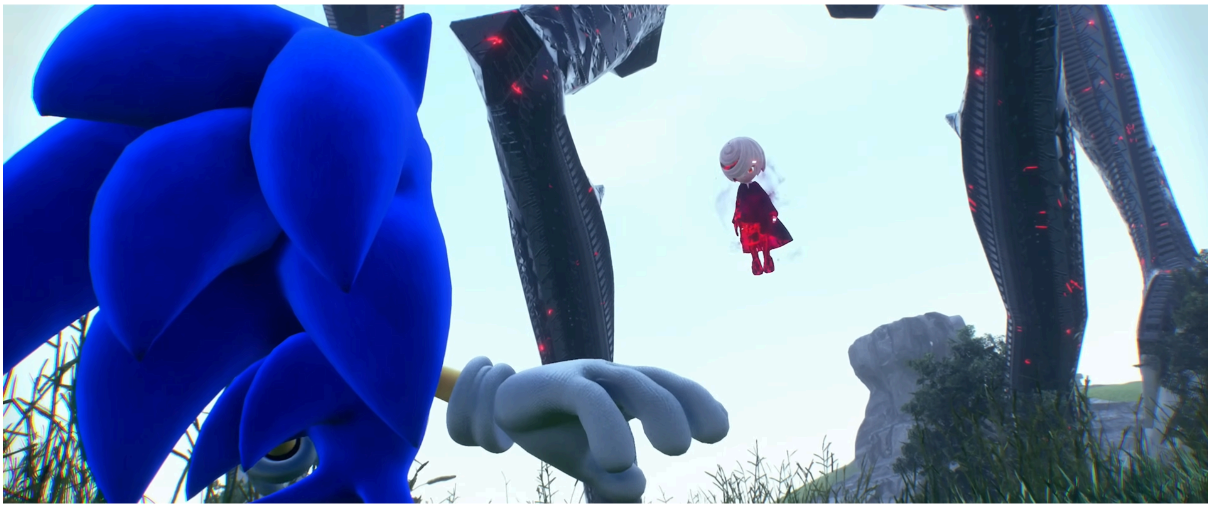
Sonic.

I believe Sonic is the second most important character in Sage's life, operating as a character that drives her to become more human, understanding the concepts that helps her fit into the role of daughter for Eggman. I'll be going over titles like Sonic Frontiers, The Final Horizon Update, Sonic Racing: CrossWorlds and Sonic IDW Issue 84-86, explaining the true and most likely canon relationship between the future heir of the Eggman Empire and the Empire's biggest obstacle, and the bond that silently develops between them. As you read, we'll deep dive into the relationship of Sonic & Sage, and the true, positive feelings Sage has for Sonic.

SONIC
FRONTIERS

✧:—:✧ Chapter 1: Hostile Observer ✧:—:✧

Sonic Frontiers marks the debut of Sage, starting as a simple AI program used by Dr. Eggman who is set up on the Starfall Islands, and the grassy lands of Kronos. During a late night attempt to take over the Ancient's technology, it backfires and has Sage be absorbed into Cyber Space, alongside the doctor. Due to this event, with both her base code and integration with the Ancient’s technology, she develops an advanced understanding of the Islands, developing a physical body based on that of a young girl.

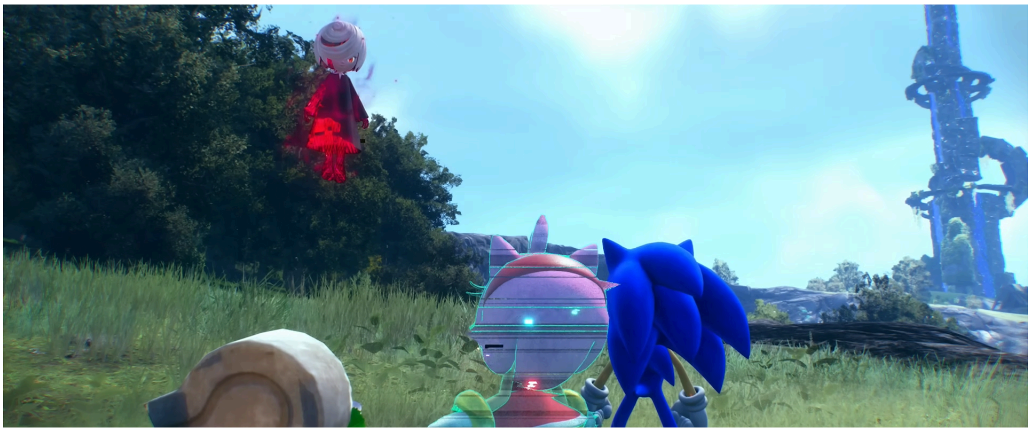


From here, while Eggman is trapped in Cyber Space, Sage travels between the two realities, keeping tabs on the Islands. Here, she traps Knuckles, Amy and Tails in Cyber Space and contains them in red capsules. Once Sonic races out of Cyber Space, she begins to observe him from a distance, from when he’s talking to the voice in the sky, and when he frees Amy from containment. For a while, she keeps her distance, observing Sonic and what he’s up to, however, she only makes herself known when he’s found the second Chaos Emerald. Her first conversation is actually quite interesting. While she acts cold, distant and simple in her commands, Sonic shows concern, asking if she’s trapped, however focuses on the large titan, Giganto, which she gets to knock him out.

From this first interaction, it makes their dynamic on Kronos clear. Sonic is the kind one, giving the opportunity to reach out and aid her, while Sage ignores this and antagonises him. From here, Sage will appear across the island, where you can talk to her. The main dynamic for this Island carries over into these conversations.

> **Sonic**: Oh hey, you show up everywhere. Y'know, I... I don't think we were ever properly introduced. I'm Sonic...
>
> **Sage**: I know who you are. Your age, your biometrics, your weaknesses. You live for speed, are short-tempered and short-sighted.
>
> **Sonic**: Oh... so you're a fan. But I don't know anything about you, miss...?
>
> **Sage**: I will not share personal information with an enemy! [*Sage ignores Sonic.*]
>
> **Sonic**: Why are we enemies!? Weird kid. I don't really get a bad vibe off of her, though

This scene helps establish a key part of this dynamic early on, Sonic's thoughts on Sage. He understands that Sage doesn't give him a bad feeling, but she does come off as strange. He's left confused too, wondering why they are enemies to begin with, which is understandable, as at this point of the story, Sonic had no idea what Sage's motivations are. This is further shown when Sage interacts with Sonic and Amy later on.



> **Sonic**: [*Surprised, looks overhead*] You again?!
>
> **Sage**: Submit. Your reckless actions endanger the world.
>
> **Sonic**: [*Confronts Sage*] Care to explain how saving my friends is a *bad* thing?!
>
> **Sage**: You are an enemy combatant. I will not share data with you.
>
> **Amy**: [*Angrily to Sage*] What is wrong with you?! Sonic would never endanger anyone! He's even going to help this Koco reunite with their one true love!
>
> **Sage**: "Love." An emotional status too vague and varied in its definition. *Ugh*! You're both too ignorant to be helped! [*Floats and vanishes*]

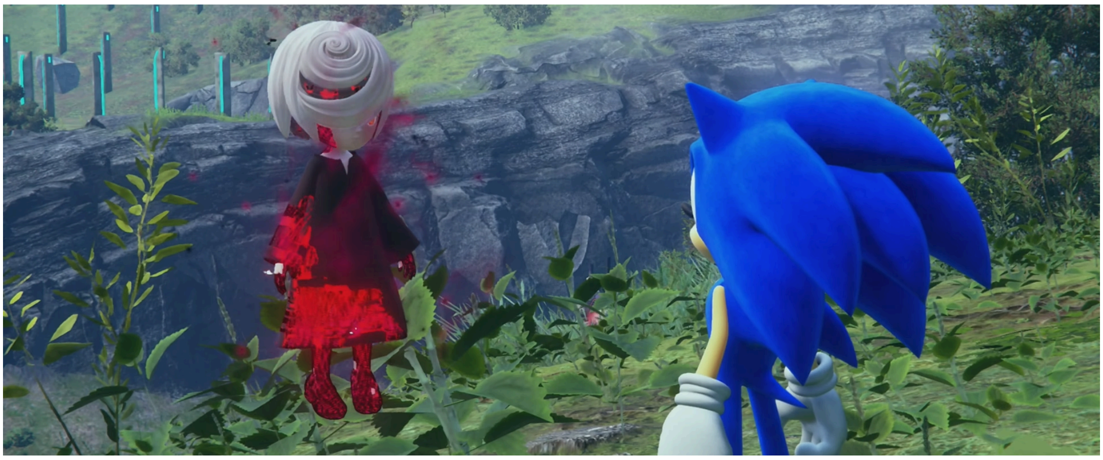
Amy: Who... um, what was THAT girl?!

Sonic: Aside from being a pain? No clue.

[*The Koco looks at both of them, curiously.*]

Here, we get our first look at how Sage interacts with Sonic's core circle of friends. Amy is quite confrontational, immediately going to Sonic's defence, and talking about how they're just trying to help the Koco's with their personal issues, claiming that the Koco they're helping is trying to reunite the Koco that's with them and find their lost love.

Sage, for a quick moment, lingers on the word love. The concept of love is actually a pretty quiet but recurring topic thought-out her development within Frontiers, in more ways than one. For now, Sage disappears, with the rest of her dialogue on Kronos a part of the Side Story cutscenes.



Sonic: Are you trying to figure out the mysteries about these ruins too? It's kinda spooky everyone seems to be gone, huh?

Sage: [*Turns around*] The technology of the Ancients exceeds your modern understanding. Unwelcome pests like you will be swiftly eliminated.

Sonic: Okay. I'm trying to be civil here. But are you saying they lost control of their tech and it wiped them out?

Sage: No.

Sonic: Okay, okay, so you're not in a talking mood. I'll leave you be.

Here we see Sonic's ability to read the moods of people. He understands that he can't force Sage to speak out and be on good terms, and instead, changes his approach, respecting her space and leaving her alone, until she's ready to engage with him again. This conversation is the last one before Sonic fights Giganto, so let's head to Ares Island.

✧:──:✧ Chapter 2: Their Olive Branch ✧:──:✧

Ares Island begins more or less the same regarding Sage's dynamic with Sonic. She shows hostility towards him, with her first interaction one of throwing Wyvern at him. When Sonic manages to outrun and hide from the flying beast, Sage again orders for him to leave.

It isn't until Sonic is heading to the passage that leads into the wider area of Ares. Sage is waiting for him, and for the first time, we see Sonic finally begin to break through Sage's strong and distant exterior.

Sage: Father was right about you. You're reckless and destructive.

Sonic: I have no idea what your deal is, but if we could just talk--

Sage: No! No discourse! No bartering! Only ***elimination!***

[*Sage delivers an energy shot at Sonic, causing him to flinch and guard himself from the blinding light. Suddenly, Knuckles steps in front of Sonic in slow motion - which Sonic raises his eyebrows to - and blocks the attack. Knuckles then runs towards Sage, but Sonic immediately restrains him.*]

Sonic: Whoa! Whoa! WHOA! Time-out!

Knuckles: "Time-out"?! She attacked you!

Sonic: Yeah, it's kind of her thing. But she's trying to protect something--or someone. [*To Sage*] I'm willing to help but first I need to know what's going on.

> **Sage**: No, you don't know what you're talking about! [*She vanishes.*]
>
> **Knuckles**: You're too trusting, Sonic!
>
> **Sonic**: No I'm not! Trust me.
>
> [*Knuckles grunts in anger.*]

When Sonic actually protects Sage from Knuckles, and offers to hear her out and offer help, we finally see Sage let out a viable, but quiet gasp. At this point in the story, Sage has consistently been at odds with Sonic, directing the Titans to chase down and harm Sonic, yet despite this, he keeps offering her help and to listen. She's had time with Eggman, on-screen and off-screen, so her main perception of him is second-hand negative accounts. But when she finally hears him, and sees him outright put himself at odds with one of his closest friends, that legitimately leaves an impression. From here, Ares Island symbolises the cracks of Sage's distant and dismissive personality towards Sonic, and she starts to show signs of more neutral observation, and alongside this, a willingness to listen to him.

> [*The two groups of Koco soldiers are reunited together, being watched over by the heroes.*]
>
> **Knuckles**: Nice work, soldiers! Now let's link up with the Main Force.
>
> **Sonic**: [*to Knuckles*] Yeah, you make a great supervisor, Knux. Maybe try fighting next time, though? [*He chuckles while Knuckles grunts back. Sage watches over Sonic.*]
>
> **Sage**: He is aware of what the Koco are, isn't he? Why does he try to help them when their fate is already decided?

This is the first time we see Sage observing Sonic, and instead of remaining silent, she voices her thoughts. She's trying to understand why Sonic would care about the Koco, already concluding that the fate of the small creatures is decided. This seeds another small sub-plot between Sonic and Sage, regarding fate…and how it can be rejected.

> [*Eggman laughs. It is revealed that Sage is talking to him.*]
>
> **Sage**: Then the robot hit him again!
>
> [*Eggman laughs harder, then stops.*]
>
> **Eggman**: I look forward to your battle reports once we're home.
>
> **Sage**: Home?
>
> **Eggman**: I'll integrate you into my system, give you control of the whole EggNet. I'll have you network all my robots. You'll be a refreshing change of pace from Orbot and Cubot.
>
> **Sage**: They are your creations, like me. That would make them like... my brothers?
>
> **Eggman**: Hmm... I suppose so.
>
> **Sage**: I look forward to that.

While this scene doesn't feature Sonic, it begins with Sage referencing the Titan fight with Giganto Sonic has been involved with. This is a key scene for Sage right off the bat as it shows her with a sense of humour and joking with the Doctor. I feel that from Sage's observations of Sonic across both islands so far, and especially with how Sonic has been more playful and joking with Knuckles, it's leaving an effect on her, with Sonic being a key figure for her to base her own characteristics from. She's not just becoming an observer but trying to study him as she grapples with her developing personality and human emotions. Her human thought process is shown too, seeing Orbot and Cubot as brothers.

> **Sage**: I can confirm Sonic has made multiple breaches into Cyber Space and escaped.
>
> **Eggman**: Through raw talent and no shortage of tenacity, I'm sure. Impressive.
>
> **Sage**: You speak of him with respect as often as you curse him. I do not understand.
>
> **Eggman**: Oh, I hate that Hedgehog. That doesn't change the fact that he is a formidable adversary. I respect him, but I don't have to like him.
>
> **Sage**: Your genius. His skill. If only you two could work together...

This scene seems simple on the surface, but actually becomes a key lesson for Sage. Despite Eggman's hate for Sonic, he still finds him impressive and shows respect towards him, a concept she initially doesn't understand, however despite this, she shows a desire for both Eggman and Sonic to work together.

> *[Sonic sits next to Knuckles. He attempts to engage in a conversation, only to decide against it upon seeing the echidna's somber expression.]*
>
> **Knuckles**: Ages ago, my people were wiped out by a cataclysm. I know the Koco faced something similar. It reminds me I'm the last Echidna. That I'm alone.
>
> **Sonic**: You may be the last but you're not alone. You've got us, Knucklehead.
>
> **Knuckles**: I'll admit. I do envy your lifestyle. Freedom to go where you want, when you want.
>
> **Sonic**: So do it! Get out there and live a little.
>
> **Knuckles**: Maybe I could... but first, I need to be back to normal. *[stands]* So hurry up, and get me back to normal!
>
> **Sonic**: Anything to get you away from me!
>
> [*Sonic and Knuckles stare competitively at each other again. Shots of their pupils show on screen. Soon the seriousness turns into laughter and they share a fist bump. Sage is below the duo.*]
>
> **Sage**: He helps those he is at odds with. He is quick to make peace. Perhaps... [*Thinks*] No, I have run the simulations. They are doomed.

Sage's role here is, again, as an observer. However, she's fully focused on Sonic. She reflects on his ability to reach across the gap and help those he's in opposition with and pursue peace between them. She lets her mind wander, however she cuts herself short, explaining to herself that due to her simulations, Sonic, as well as his friends, are ultimately doomed.

Regardless of her trying to dismiss the feelings Sonic is beginning to leave on her, she's beginning to sense and feel the belief Sonic instills into others. It's the first real time we've seen Sage begin to feel more favourable towards Sonic, and it won't stop here.

> **Sonic**: Hey! I'm willing to let bygones be bygones if you tell me how to restore my friends. Both Amy and Knuckles are all ghosty. Kinda like you.
>
> **Sage**: All data within Cyber Space is restricted to outsiders.
>
> **Sonic**: You see. That's the thing. They're kinda half-in, half-out. Can you at least tell me if they're going to be okay?
>
> **Sage**: Their conditions are stable. They are hovering between the digital dimension and this one, but their lives are not at risk.
>
> **Sonic**: That's a relief. Sort of. Thanks for answering!

The first few conversations Sonic has with Sage are the usual affair, however this conversation, dubbed “An Olive Branch” is the first real time we see Sage begin to open up to Sonic, and for once, show understanding.

Sage, who has been holding out on giving Sonic any information, the status of Amy, Knuckles and Tails and makes it clear that despite their appearance and current predicament, they aren't in any major risk.

This gives Sonic peace of mind, but also shows that his approach towards how he treats Sage is beginning to work. A small observation is how Sonic includes Sage when referring to Amy and Knuckles condition, communicating that Sonic is potentially worried that the same issue plaguing his friends is also affecting her, showing that despite her prior aggression, he worries about her.

The title of this conversation is quite important too. “An Olive Branch” is a custom associated with the people of ancient Rome and Greece, and signifies “an offering of peace”. This is the first time in the story that Sonic’s offering of peace is finally accepted by Sage directly, giving him peace of mind. This is the moment in the narrative of their dynamic where they go from enemies to something else, something much more healthier.

Let's travel to the volcanic grounds of Chaos Island, where we truly see the dynamic of Sonic and Sage develop.

✧:──:✧ Chapter 3: The Miraculous Power ✧:──:✧

Chaos Island's contributions towards Sonic and Sage's relationship begins immediately upon Sonic freeing Sonic from his Cyber Cage. Sage observes Sonic and Tails as they figure out what's the course of action next. Here, we see Sage focusing solely on Sonic, her thoughts lingering on Sonic's condition and ability to keep going.

> [*Tails is released from the dome, at a cost of Sonic getting paralyzed by Cyber Energy. Tails discovers Sonic covered in Cyber Energy and becomes shocked.*]
>
> **Tails**: Sonic!
>
> [*He tries to help him up but to no effect due to, according to Sonic when he rescued Amy, "[being] the one who's half [there]".*]
>
> **Sonic**: I'm just catching my breath.
>
> [*Sage watches over Sonic again.*]
>
> **Sage**: He never stops. Clarification: He never gives up.
>
> **Tails**: The spatial anomaly that affected us seems to have left me in a digitized state. But those same energies are manifesting into some worrisome mutations for you.
>
> **Sonic**: Those sure are words you said just now!
>
> **Tails**: I'm saying I'm fine, you're not and I'm worried.
>
> [*Sonic wags his finger at Tails.*]
>
> **Sonic**: I'll be fine. And I need this power to rescue you.

Sage: He's even enduring the cyber corruption better than I calculated he would.

Tails: You're always rescuing me, and... [*Becomes determined*] Let's focus on the now. What do you need?

Sonic: Chaos Emeralds. Think you can help me track them down?

Tails: I'm on it!

[*Tails vanishes, but Sonic starts struggling in the paralysis.*]

Sage: It's so sad someone so impressive will be lost in the end. It's... it's not fair.

After hours into the narrative, we finally see Sage legitimately show admiration and care for Sonic. She talks to herself, uttering words regarding the hedgehog's ability to keep going. It starts off as his ability to never stop, but she changes tune, instead putting it under more positive wording, saying he never gives up.

The use of the word "Clarification" acts as a signifier that Sage felt the need to further identify Sonic's willpower and determination, positive characteristics that show she's legitimately seeing him in a positive light, not just an analytical way.

As Tails disappears, Sonic shows legitimate struggle from the corruption, and Sage sounds angry when saying how it's not fair for someone like Sonic to be lost by the end of the events happening, which would only be said by someone who's shown admiration and respect towards.

She's finding value in Sonic in multiple ways…and she's valuing his life, and it's why she's getting angry at the thought of him being lost.

[*A large Titan confronts Sonic.*]

Sage: Well? What will you do?

Sonic: The best I can.

[*The large Titan throws its buzzsaw shield at Sonic.*]

[*Sonic finishes outrunning the Titan's shield. Sage appears again.*]

Sonic: So? Impressive, right?

Sage: Within expected parameters.

The previous Titan reveal showed Sage in direct opposition and antagonism towards Sonic, aiming to either kill or directly impede him, however this interaction shows a direct difference.

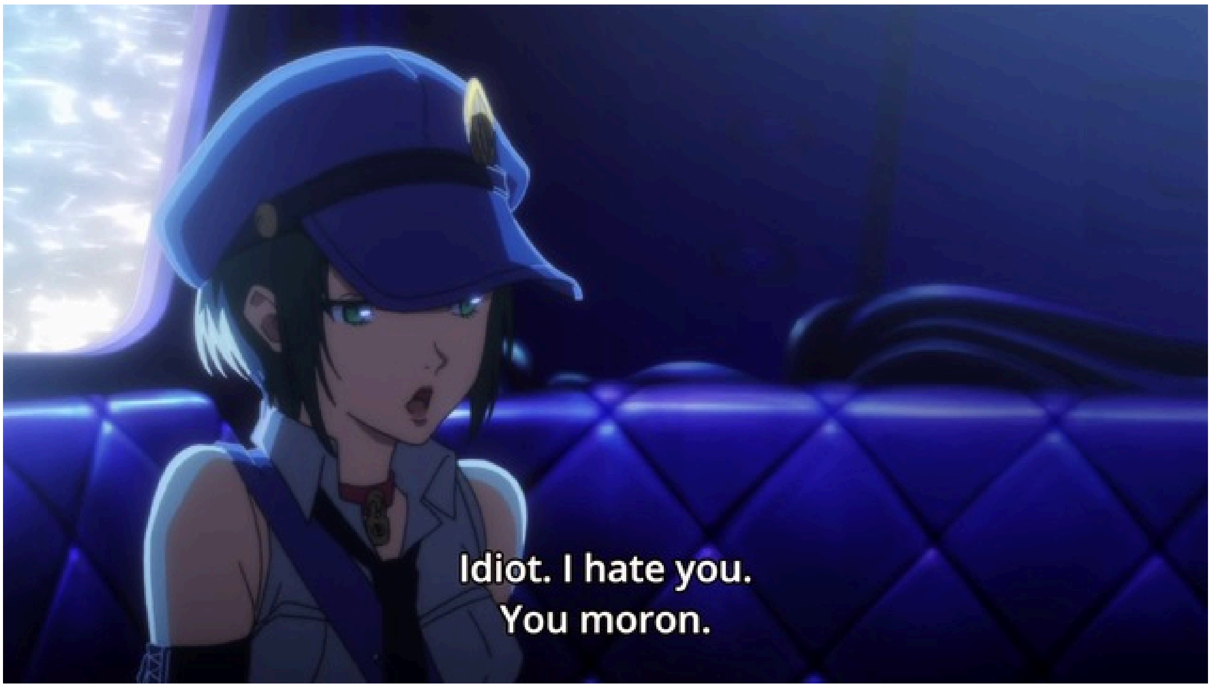
Sage is more natural and shows signs of humour in her dialogue. This begins another notable part of her dynamic with Sonic, her invitations for him to impress her, simply asking him what he'll do as Knight prepares to engage in a chase. When Sonic successfully avoids Knight's attacks, Sage humours Sonic and only says "Within expected parameters" when asked if he was impressive, something she's only privately said to herself.

This is a good example and segway into something that's played on my mind regarding Sage. Does Sage display characteristics associated with…the Tsundere archetype?

✧:──:✧ EX Chapter 1: The Arcytype ✧:──:✧

To understand if Sage is a Tsundere character, we need to understand what a Tsundere character is first.

A "Tsundere" is a character who switches between two character types, one that is cold and dismissive to one that is sweet and loving. It's a classic character trait of many female characters in romance manga and anime, and has become a major part in Japanese media culture. A close to home example of this is Marie from Persona 4 Golden.


Idiot. I hate you.
You moron.

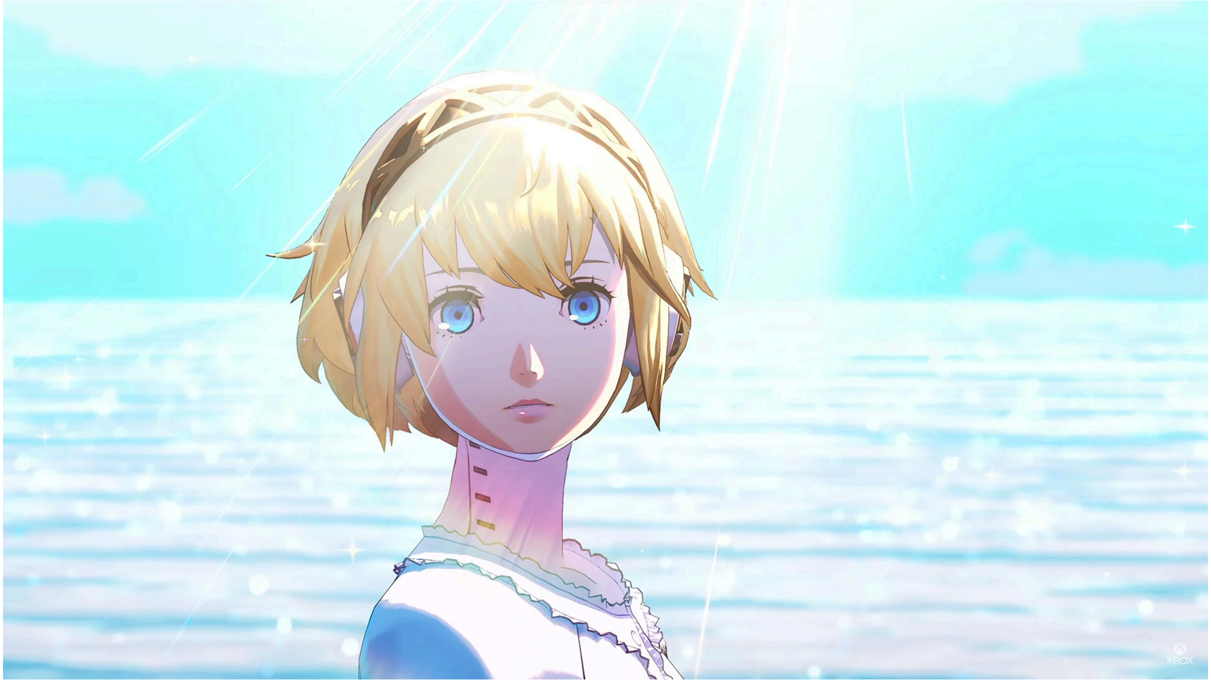
If you don't know, Marie is a character introduced in the expanded release for Persona 4, where she was added into the game as a new confidant and key character in the game's expanded story content. She initially comes off as cold and distant, telling the protagonist several times to "shut up" and say "I hate you!" at him, making her an aggressive and hostile character initially.

However, beyond the curtain, the player can discover a more heartfelt and vulnerable side to her, and an example of it is her poems. When you visit the Velvet Room during the game, you'll come across pages of poetry written by Marie, demonstrating her ability to show positive and very caring emotions that can be written onto paper. It acts as a contrast to her hostile exterior and provides the back-and-forth nature that both classic and modern Tsundere characters are known for.

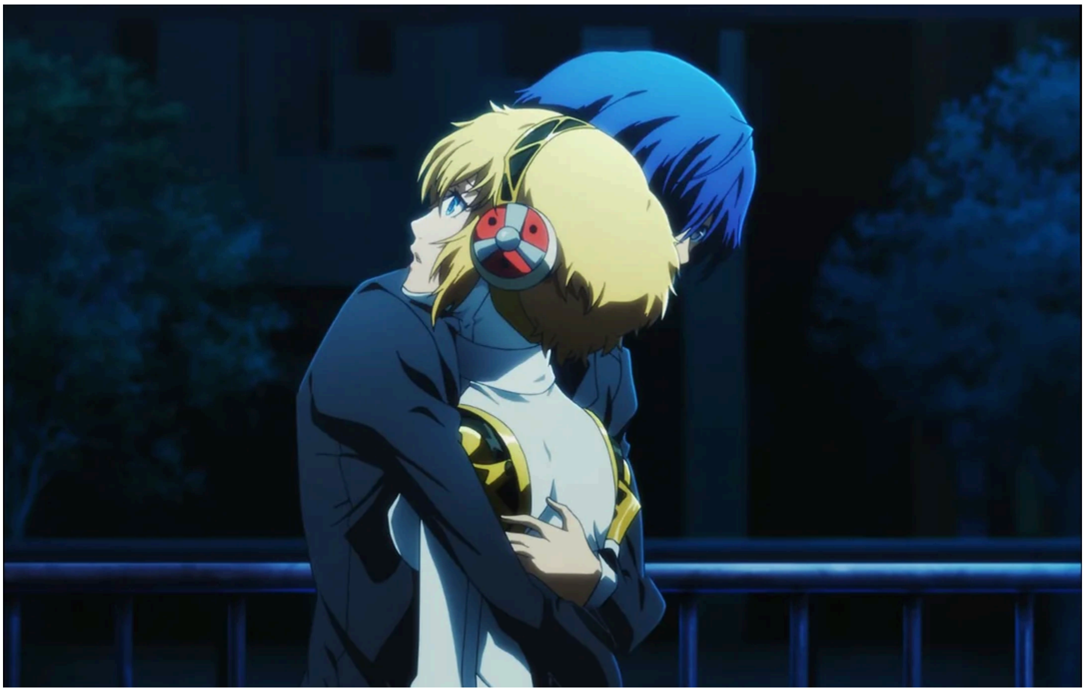
Even by the end of Persona 4 Golden, despite being more comfortable and caring towards the protag, she can still have moments where she'll be a bit hot-headed, showing that the “Tsun” side of her personality isn't entirely gone.

Comparing it to Sage, while there can be some moments that match well compared to Marie, there are some key differences. The main one is the fact that ultimately, her goal to help her father control the Earth is in direct opposition towards what Sonic wants. However, another classic archetype exists, and that is the “Kuudere” archetype.

Kuudere characters have the main trait for originally being cold, monotone and quite emotionally muted, however through the narrative, they end up meeting someone who gains their trust, melting away that coldness and that warmth eventually breaking through. Sage fits this archetype more. A perfect example, again within the Persona series is Aigis, one of the party members of Persona 3 and main character of Persona 3 FES: The Answer.



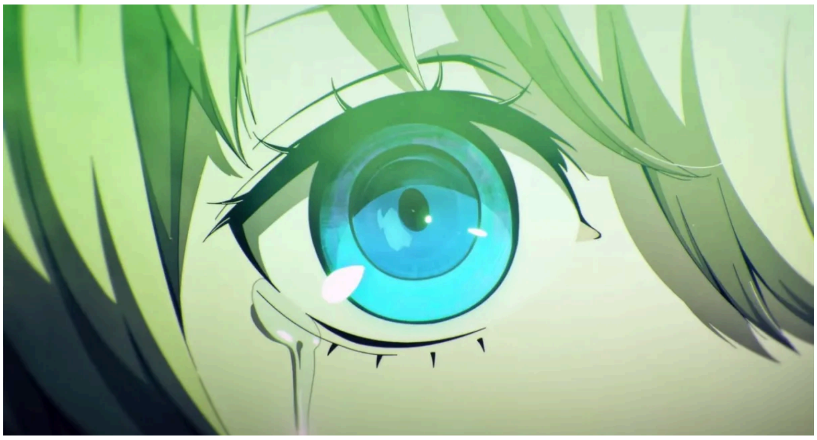
Aigis joins S.E.E.S. as a robotic anti-shadow weapon, being reactivated after a certain event 10 years prior by a research team associated with the Kirijo Corporation to assist the students of Gekkoukan High School, teens that have tasked themselves with the task of investigating and destroying the Dark Hour. Aigis, upon revealing herself during S.E.E.S. summer break on an island owned by Kirijo Corp, and immediately ties herself to the leader and playable protagonist of Persona 3, Makoto Yuki.



As the months pass, Aigis spends time with the members of S.E.E.S. and begins to distance herself away from her industrial origins, both literally and metaphorically. Characters like Junpei teaches her humour, Yukari taught her sisterhood and grief, Misuru taught her autonomy, Akihiko taught her resolve, Fuuka taught her compassion, Ken taught her growth and vulnerability and Shinjiro (despite their limited time) taught her sacrifice.

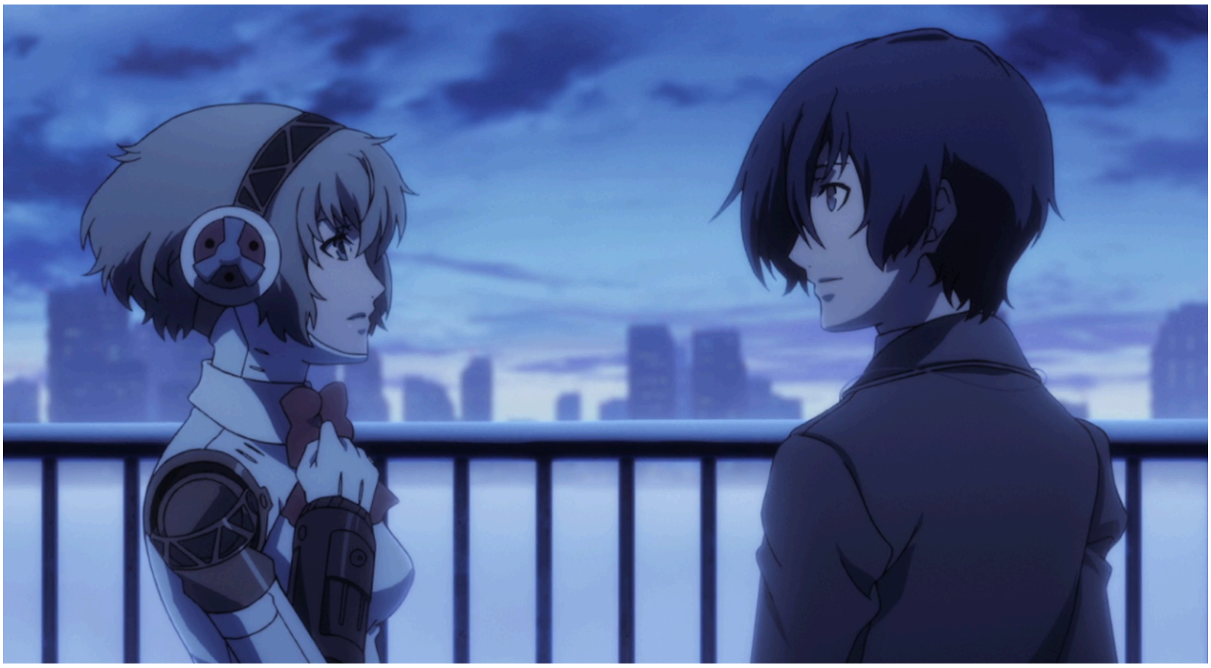
This would allow her to begin reevaluating her own desires, if either to be just a weapon for the benefit of humanity, or to be her own person. However, the one person that significantly helped her grow as a person was Makoto.

He taught her the most important lesson, humanity. His time with her, his dependance on her when it counted made her feel fulfilled in her existence, and when a looming threat to his life that directly orbited him arrived, Aigis was more than willing to sacrifice herself to keep him safe. Even after the events of the game come to an end and Makoto ultimately sacrifices himself, Aigis' love for him lingers, and causes her to achieve the peak of humanity: grief and heartache.



Makoto left such an impact on her, leading to everything apart from her appearance that resembled a manmade machine to melt away. His care, support and love for her leads to her living on, in both his and her own name.

Sage matches very closely to Aigis, beginning as tools to be used by scientists, but thanks to the impact of an extraordinary individual, causes them to become so much more than their programming. They become human. It's both Makoto's and Sonic's time, love and ability to humanise Aigis and Sage that leads to them having the capability to develop bonds beyond themselves, to live a life worth living for.



✧:──:✧ Chapter 3 Continued: The Miraculous Power ✧:──:✧

Through her interactions with Sonic and watching him withstand his cyber corruption and the Titans, she slowly, but eventually, warms up to Sonic, seeing him as an impressive person who eventually earns her concern.

> **Tails**: Hey! Almost done here. Can you take our friend and find a couple more parts?
>
> **Sonic**: Can do. [*Sonic staggers away with the Koco. Tails waves but is jump-scared by an appearing Sage. Sage then appears behind him.*]
>
> **Sage**: Miles Prower. You've known Sonic most of your life.
>
> **Tails**: Yeah... and?
>
> **Sage**: Your imprisonment within Cyber Space. The defeat of the Ancients' Titans. Do you trust how he is handling it? With your life?
>
> **Tails**: Of course. I'll admit he isn't perfect, but Sonic has overcome impossible odds over and over again. I know he'll save us all.
>
> **Sage**: So you're saying you have faith in him?
>
> **Tails**: It's not a matter of faith. I've got a lifetime of data to back up my observations.
>
> **Sage**: Your loyalty is founded on empirical data. I can appreciate that. The feelings he inspires in you and the others.. is that a facet of being alive? And yet, all your love and loyalty will amount to nothing. It cannot be prevented.
>
> **Tails**: What are you talking about?
>
> [*Sage vanishes.*]
>
> **Sage's voice**: Perhaps it is kinder if you don't know...

When we reach Sage's first interaction, it's one of professionalism towards Tails. She's not as hostile towards Tails like she is towards Amy and Knuckles, but her interests and focus is distinctly on Sonic.

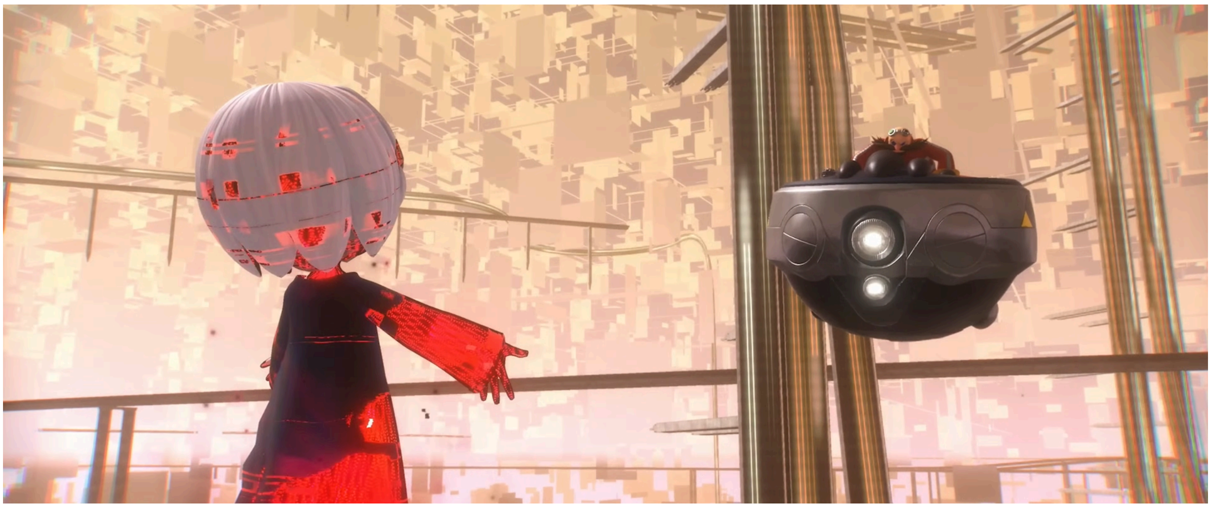
She asks Tails about his faith in Sonic, and if the feelings he inspires for his friends is a facet of being alive, something Sage has been thinking about since gaining independence from solely being an AI for Eggman. While she tries to explore the topic, her logistical side rejects the thought, exclaiming that whatever Sonic does won't be enough to stop something, which we know is Sonic's full corruption by Cyber Space. It also demonstrates that Sage treats Tails as a professional and not with the level of personality she does with Sonic, just a small observation.

[*An annoyed Sonic is confronted by Sage.*]

> **Sage**: What is your end goal?
>
> **Sonic**: It varies. Sometimes it's a spinning sign, sometimes it's a big old ring-
>
> **Sage**: [*Annoyed*] No! I mean what do you want to accomplish?
>
> **Sonic**: [*Sighs and puts hands on hips*] Gather up the Chaos Emeralds and save my friends.
>
> **Sage**: And you're sure that is wise?
>
> **Sonic**: Kind of the story of my life.
>
> **Sage**: And the voice that commands you. What if it is leading you to disaster?
>
> **Sonic**: If they want to start trouble, I'll stop them too.
>
> **Sage**: You certainly make it sound simple. But your arrogance will be your undoing.
>
> **Sonic**: Look, either stop being cryptic and tell me what's going on or skedaddle.
>
> **Sage**: There would be no point.
>
> [*While Sonic stares at a disappearing Sage, the Apprentice Koco comes back to Sonic showing a part to him.*]
>
> **Sonic**: Nice find. Take it on over to Tails. I'm gonna keep moving.

This scene on the surface appears to be a usual clash in personalities, but there's a decent amount to unpack. Let's start off with what the meaning of this scene is, it's to help Sage understand the mental state of Sonic. Up until now, Sonic has demonstrated to Sage through his actions that her past calculations regarding his fights with the Titans are missing something, leading to him surprising her each time, but due to Sage's reluctance, she has no idea what mindset Sonic has during all of this.

Here, we see her directly question Sonic's plan. It legitimately surprises her that his plan is so…simply put. Sage is annoyed because no matter what angle she takes using logic, it simply isn't working when understanding Sonic, and Sonic is getting annoyed because standing around talking isn't what he wants to do right now. This is also one of the very rare instances Sonic was annoyed by Sage, and I believe this is very much because of his condition. The meta joke can be seen as a coping mechanism, with Sonic's consistently positive attitude trying to lighten the mood, yet due to his physical state, he's losing patience, however it's clearly just a moment and not the new standard, as when Sage flies away, he gives off an expression that is…quite sad. It gives off the impression that Sonic really didn't want to push her away and regrets letting the irritation get to him.



Sage: I have found a possible scenario for your escape.

Eggman: It's about time! Report!

Sage: After reviewing your entire campaign history, I have found the most optimal course of action is to... create an alliance with Sonic.

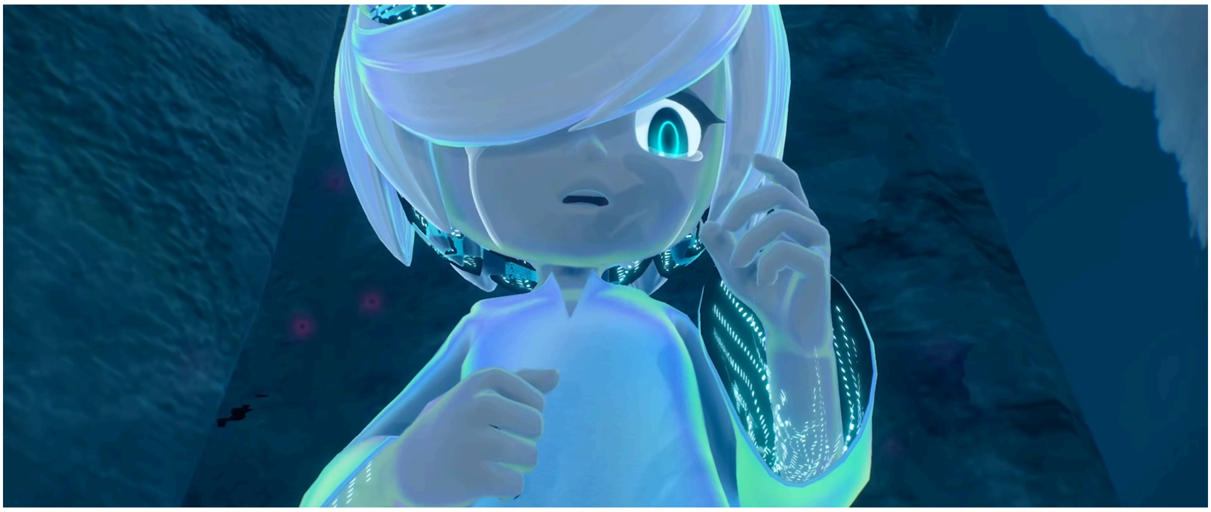
Eggman: [*Suddenly becomes annoyed*] WHAT?!

> **Sage**: B-but together you stopped the ARK, overcame Neo-Metal, you...!
>
> **Eggman**: [*Angrily*] I don't want to hear it! Those alliances were purely out of desperation!
>
> **Sage**: But time is running out!
>
> **Eggman**: [*Angrily*] I don't want to hear it! Find me another option!
>
> [*He closes the windshield on his Eggmobile and leaves.*]
>
> **Sage**: Your tenacity is legendary. But I do wish you'd reconsider...

This is a very important scene, besides its use of callbacks. We see Sage actually operate more independently, and suggests an idea that is incredibly risky. An alliance with Sonic. The key reason it's risky is because Sage is risking her status as a close asset, and, as a person of sentimental value for Eggman. She is doing the one thing Eggman would NEVER program her for, and that is to put Sonic under a positive light, which she does here, as not only does she suggest the idea, she doubles down on it by bringing up prior partnerships between Sonic and the Doctor. This is one of the few times that, in the main plot of the game that you have to see, Sage is operating on her own and vouching for Sonic as someone that can help everyone, not just an enemy.

> **Sonic**: Hey, little bro. Feeling better?
>
> **Tails**: Yeah. This whole experience gave me a kind of clarity. When this is all over... I think I need to go it alone for a while. I can't grow into my full potential if I always fall back on you. If that's okay!
>
> **Sonic**: [*Chuckles*] You're free to go your own way. I guess you just grew up on me a little faster than I expected.
>
> **Tails**: [*Sheepishly*] Are you saying I outpaced you?
>
> **Sonic**: Yeah, don't push it. [*Tails giggles*] It's gonna take some getting used to, but here's to you reaching new heights--partner.
>
> [*Sonic offers a handshake. Tails accepts it, but to no effect as their hands appear through each other. They notice that, and start chuckling.*]
>
> **Sage**: (Tears are seen forming in her eyes) Such a beautiful friendship. A family born of love and not genetics. Everything I want... I wish I'd never seen this. [*The camera cuts to Sonic and Tails bursting out laughing.*] It was so much easier accepting the future when they were simply enemies. [*Tears flow from her eyes and onto her hands.*]

This scene is a popular one, and to be honest, requires the least analysis, because the meaning of it is very clear. One of Sage's main desires in the narrative is to have a family dynamic with Eggman, to be seen as a daughter, and seeing Sonic and Tails' relationship hits home.



However, this scene actually holds a lot of significance regarding Sonic and Sage's dynamic. Here, we see a new colour palette for Sage, blue and white. This palette is VERY important, as it's the main way for the animators to help signify and visualise certain elements in Sage's expressions, and is tied to when she's either feeling heightened emotions or feelings that she can't currently comprehend with her "Logic First" approach, it's a way to show vulnerability in a visual sense, and here, it shows up due to Sonic's influence, and this isn't an exception, this becomes a standard.

Focusing back on this scene, she loses the ability to detach from the situation, she's seen Sonic's ability to form deep connections with people and why he keeps going, and she admits that she doesn't see him as an enemy anymore. She knows what is coming, because she's calculated it…and it breaks her heart.

Sonic: Hey again. Since we've grown so close, how about helping me out?

Sage: I have run the simulations. Sharing data will not change the outcome.

> **Sonic**: You're always talking about odds and simulations, but we living beings don't live by calculations. The will to live, the drive to achieve, the desire to protect the ones you love - that kind of thing can grant a power you can't imagine.
>
> **Sage**: "Love" can be converted into "power"? Do you have any data to back this proposed conversion?
>
> **Sonic**: Nope. That's what makes it miraculous. But if you really need proof, I'll whip you up a miracle by the end of all this. You'll see!

After the last few conversations, the tension is dying down, and we're finally seeing both of them have more open discussions. This cutscene is smartly placed too, dubbed “A Power You Can’t Imagine”, Sonic is sharing a philosophy he has, and the main rebuttal he has regarding Sage’s calculations. He argues that the factors of the will to live, the drive to achieve and protection of those we love are the ingredients that lead to a power that allows us to tackle even the steepest challenges, and like Tails, he has many adventures that back this view.

Sage lingers on the word Love, just like she did when Amy brought up the word back on Kronos Island, but unlike before, she gives the idea of it being used as a power a real check, and asks Sonic if he has any analytics to back this conclusion. Unlike Tails though, Sonic makes it clear he doesn't view things solely by data, and makes a promise to her that by the end of the adventure, he’ll make a miracle for her.

This is one of my favourite scenes between Sonic and Sage because it’s a great contrast from the previous conversations. While Sage was reclusive and pushed back from Sonic’s attempts to start discussions, we now see her not just allow it, but extend these conversations by asking questions and engaging with him. It’s a symptom of Sonic’s narrative goal of getting closer to Sage and melting her cold exterior.

Sonic at this point in the story is trying to indirectly help Sage, trying to offer his aid. While he’s a guy of action, he also is a man of words too. Sonic is playing a psychological chess game with Sage, using his previous life experiences to prove for her that the impossible outcomes can become reality too. The ability to convert Love into Power is a real science and legitimate advantage, as the ability to act on that love which results in your body pushing beyond its limits, is a real tactic the body can do. It’s like finding a spare engine that allows the car to go just that little bit further.

> **Sonic**: So, I think I've figured it out. The Koco are the spirits of the Ancients, aren't they?
>
> **Sage**: What if they are?
>
> **Sonic**: I've run into my fair share of spirits who stick around because of their regrets. Sometimes I've been able to help them move on. Just how long have they endured like this, though? Were we brought here to help them finally find peace?
>
> **Sage**: Why ask me?
>
> **Sonic**: Because I feel like you might be in the same boat. And if so, I'll help if I can.

While the title of this conversation is **“The True Nature of the Kocos”**, it’s actually a misdirect. Yes, the conversations starts with Sonic asking questions regarding the Koco’s, yet he ends the discussion by focusing on her, and wondering if she’s similar to prior experiences he’s had with spirits and ghosts.

Sonic’s assessment that Sage is a spirit is, of course, wrong, however it’s about his intentions that matter here. Sonic sees that Sage is clearly struggling with something, which we know is regarding how she can free Eggman but also what she wants now that she is sentient, and he makes it clear that he’ll help her. It’s a classic example of Sonic’s ability to be a friendly and supportive face in someone’s life, and we’ve seen him be like this for so many characters over the years. It’s also cute too, as we’ve seen Sage observing Sonic throughout the adventure, but unknowingly, Sonic’s been watching her too.

> **Sonic**: We're coming up on the last Titan! Care to bet who'll be the winner this time?
>
> **Sage**: Recalculating. Your odds of victory have improved from "impossible" to "highly improbable."

> **Sonic**: Those are just the kind of odds I like to beat! So these were built by the Ancients too, right? They're pretty powerful enemies. Did they manage to defeat the Ancients' enemies?
>
> **Sage**: I can only hope their next victim is you.

This scene comes off as contradictory initially, she seems as hostile as she was on Kronos and Ares Island, however there's some details worth considering. To tackle the main obstacle, I believe this is another instance of her trying to humor Sonic. She's not the type to be vocally supportive, especially not yet, and it would seem like a major betrayal to Eggman if she starts rooting for him right now, so I feel this is the best line she can give at this moment.

Alternatively, it might be an attempt at a joke, something we know Sage is capable of and has done with Eggman and Sonic himself. Even from the vocal direction, since we know Sage has displayed vocal and emotional range, it feels notably deadpan. Sage doesn't want Sonic to have the satisfaction of being complimented…not yet, at least. Regardless, she makes it clear that her conversations with Sonic have begun to change her thinking, and the fact she's recalculating her projections shows she's adding weight into the variable of the impossible becoming probable. It's a major shift in a way that Sage can see.

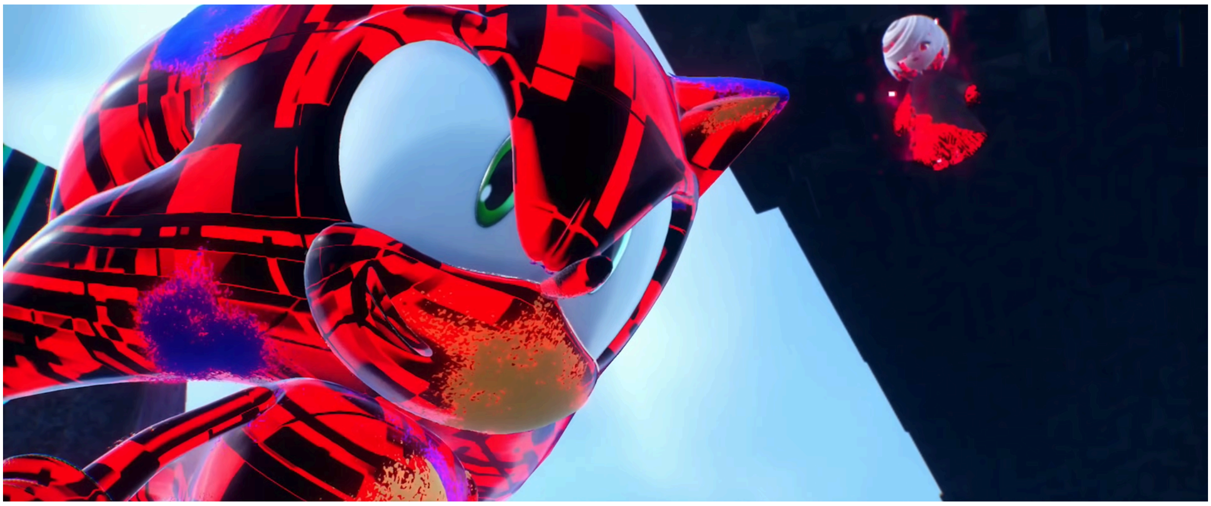
This is the final conversation between Sonic and Sage before the fight with Knight, and acts as the last moment before the inevitable arrives. Sage is going to be proven right…and she's going to hate everything about it. It's time we arrive at Rhea Island.

✧:──:✧ Chapter 4: Sonic's Final Witness ✧:──:✧

Something many people don't realise is that, due to events that occur on Rhea Island, Sage would have been the final person to see Sonic alive.

Sonic has faced many life threatening encounters. The intervention of the Ark, being killed by Mephelis, cursed by Erazer Djinn, being weakened before Dark Gaia's attack, his close defeat by Merlina, his fall into a black hole and defeat by the hands of Infinite and Eggman. However, many of those times have come from surprises or not really considering his chances.

But this time is different. Sage has made it clear across his adventures through the Starfall Islands that if he continues on this path of action, it'll lead to his doom, and for a while now, that fact would have played on Sonic's mind. Unlike before, he's increasingly and steadily been feeling the Cyber Corruption effect his body, and despite previous infections like the Metal Virus, he can't slow it down, it's purely self-inflicted and each time he frees his friends, the worse it gets. Sonic is walking to his grave and he knows it…but that won't stop him.

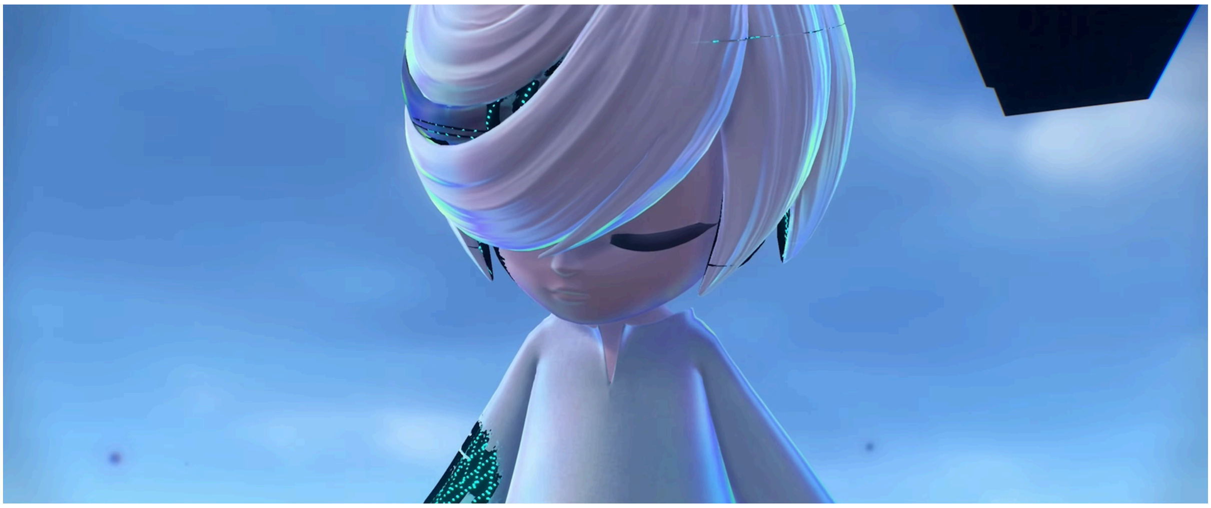


While this happens, Sage is the companion through this critical stretch of the adventure. Sonic is at the weakest and most vulnerable state he's been in for a long time, and she can only observe and speak to him.

> (After shutting off two towers, a near corrupted Sonic staggers and nearly loses balance. But he keeps limping with a smile on his face as Sage teleports in.)
>
> **Sage**: Your cyber-corruption is accelerating. How can you smile when you can barely stand?

(Sonic looks at Sage briefly before taking a deep breath and continues limping.)

Sage’s vocal performance by Ryan is perfect. Sage is rarely an emotional character, but when she lets that shell slip and shows her true feelings, it’s amazing stuff. She’s pleading with him, showing visible concern for him, asking how he can still keep going despite his state. Sonic notably stays quiet.



He doesn't joke, he doesn't offer a remark or explain it, because he already has. All he does is breathe in, and keeps smiling. Here, we see Sage flicker Blue and White again, showing that his resilience is having a profound effect on her, and helps demonstrate that the first time this effect comes majorly from Sonic as a person. Sonic’s acknowledgement of her shows that he’s aware of her company and as someone who’s watching over him. He promised her a miracle, yet his body is failing to keep going…but that won’t stop him. Not until he fulfils this promise to her.

> **Sage**: I believe I have come to understand you. Both of us will do anything to protect those who are precious to us. But your fate... It is what I calculated. Farewell, hero. (Close-up of Sonic limping to the camera)

Before Sonic's life ends, Sage appears one last time, and it's night and day compared to where they began. She isn't cold, she isn't hesitant, and she isn't pushing him away.

She gives Sonic the recognition he's deserving of, and for the first time, directly compliment's him as a Hero. She sounds regretful, internally feeling like her fate isn't just, and wishes for something else, something that would lead to Sonic's own survival. If she truly cared for just Eggman and only wanted what's best for him, she wouldn't be here in the final moments of Sonic sounding so sad.

She doesn't just respect him. She legitimately cares about him.

As for Sonic, he'll die without his friends around him…but he isn't truly alone. Sage acts as his solo companion and final witness. They both know what's about to happen, but before the inevitable comes, they offer one last thing between them. Sonic offers Sage a view of what the cost of his miracle will be, that his love for his friends and desire to help those he cares about is the drive he needs to push way past the limits. As for Sage, she finally gives Sonic the openness, honesty and change he wanted to see from her, finally showing her true colours and being vocal about what she truly thinks about him. In a way, they're both trying to put on acts of comfort.

We're finally reached the final stretch of the original narrative for Sonic Frontiers, and the climax of Sonic and Sage's relationship. Let's travel to Ouranos Island…

Let's focus on the main cutscenes on this island first. We begin with Sonic and Sage arriving at one end of a bridge. Sage asks Sonic if he's able to cross the gap using the terminal device, and they have this conversation:

> **Sage**: [To Sonic] I believe you can proceed once you find a way to activate the starting device and power the statue.
>
> **Sonic**: Sure would've been smoother sailing if we'd been working together from the start. But, I guess I had to earn your trust first, huh?

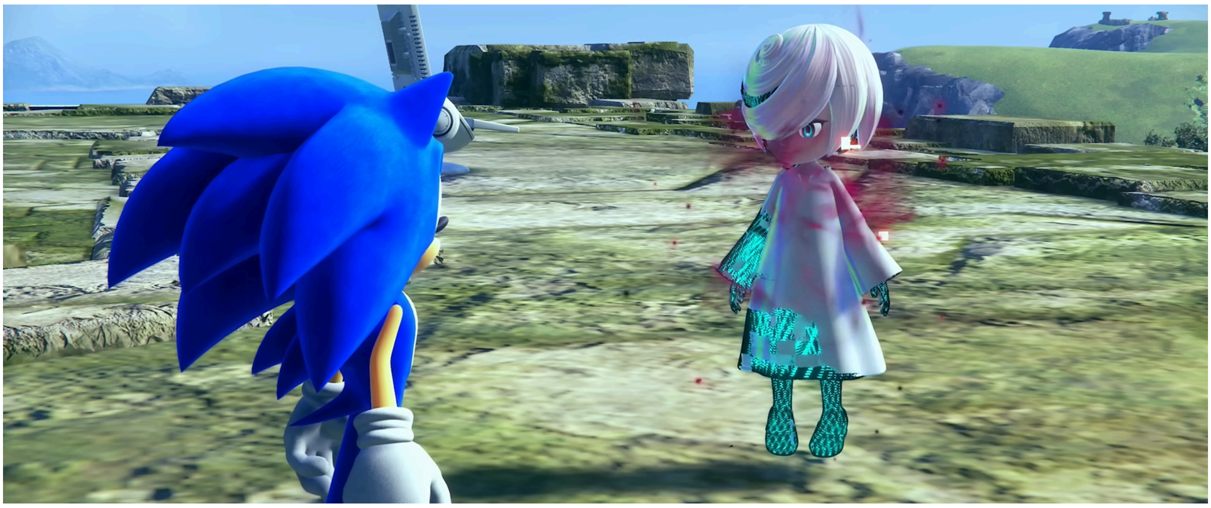
> **Sage**: Mm. Do you know how to activate the starting device?

> **Sonic**: I've figured out everything else up until now, haven't I? Don't sweat it.

We've seen Sage show more vulnerability regarding her emotions for Sonic, honouring as a Hero and etc, but here, we see something that I made sure to bring up earlier, her visual glitching. This visual effect isn't random and actually appears specifically due to moments in conversation. I see it as her way of blushing, having Sonic's effect on her take visual form, and it really pushes these specific scenes into narratively interesting directions.

Sage is "blushing" because he's aware that he needed to gain her trust before the idea of working together could have come about, and she tries dealing with it by just trying to ignore it, despite her vocal performance and visuals demonstrating that he clearly is having an effect on her. They both recognise that what Sonic says has truth to it, which makes her feel a little embarrassed.

> **Sage**: The way is clear. We must acquire the Chaos Emeralds with expediency.
>
> **Sonic**: You got it, Sage. Heh, we've run into each other so many times, but I only recently learned your name. You could have told me sooner, you know?
>
> **Sage**: We were enemies. Furthermore, my name holds no meaning.
>
> **Sonic**: Sure it does! Eggman named you that for a reason. That means you're important to him.



> **Sage**: You... think he cares about me?
>
> **Sonic**: Sure, in his own way. Hey, time's-a-wasting, let's wrap this up!

While the focus is on Sage realising that the Doctor feels that she's important to him, the conversation highlights how Sonic clearly sees her as an individual rather than a program. She informs Sage that her name absolutely has meaning and challenges her view that it has no value, it's a clear showing of Sonic's more sentimental kindness as well as teaching Sage she has intrinsic value.

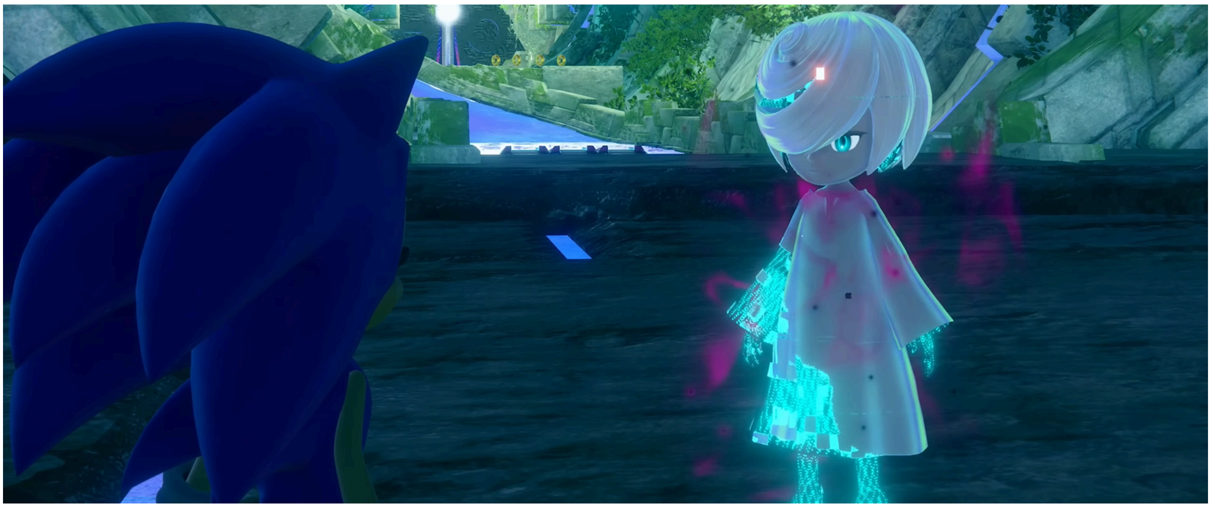
Sonic knows Eggman pretty well, as they've been lifelong enemies and previous allies in crisis, so if anyone knows the Doctor the best, it'd be Sonic. The fact it's Sonic being vocal about this topic regarding her name shows that without him, the relationship between Eggman and Sage wouldn't have grown to that of family, which would make Sonic an invaluable figure in her life.

> **Sage**: There is a Chaos Emerald inside. Your power is required to access it.

> **Sonic**: First we gotta open that door. Are you good with hanging around? I thought you were supposed to be looking after Eggman while he helped hunt down the Emeralds?
>
> **Sage**: I will be at his side when he needs me. For now, we must focus on the task at hand. Use your power to start the system. Hurry. Our time is limited.

Despite Sage’s loyalty for Eggman, she does have a sense of independence, and here it leads to her following Sonic, becoming his solo companion across the Island. It's a small scene but highlights that Sage legitimately trusts Sonic and wants to be by his side thought-out his adventure here.

> **Sonic**: Emerald number six, here we come! Sooo... earlier you said I had zero chances of winning. You change your mind yet?
>
> **Sage**: No, but... I have not run a simulation on our present circumstances, either.
>
> **Sonic**: Ahh yeah, so, you're saying there maybe *is* a chance?
>
> **Sage**: I am *saying* we are in a desperate situation. The threat we face is beyond imagination.



> **Sonic**: Hey, if there's even a one percent chance I can turn that despair of yours into hope. I won't disappoint.

Paired up with the visuals of when Sage changes colour palette right when Sonic says he won't disappoint her, it shows real faith from her that he won't let her down. While a surface level view of this can be her hope of Sonic saving the day to solely protect Eggman, I believe it goes deeper than that. Yes, Eggman is a focus for Sage, especially right now, but I do see this as her having real hope that Sonic will live up to her admiration. He made a promise to make her a miracle by the end of this, and she's hoping Sonic will keep that promise.

This is confirmed by one of the optional cutscenes for this island:

> **Sonic**: You were created by Eggman, right?
>
> **Sage**: Correct. My base code was compiled by him. The scope of my capabilities was vastly modified once I integrated with Cyber Space, but he is my creator.
>
> **Sonic**: Heh, oh man. I bet he never expected his genius A.I. would advise him to work with me.

> **Sage**: I put forward the scenario with the highest likelihood for survival. That is all.

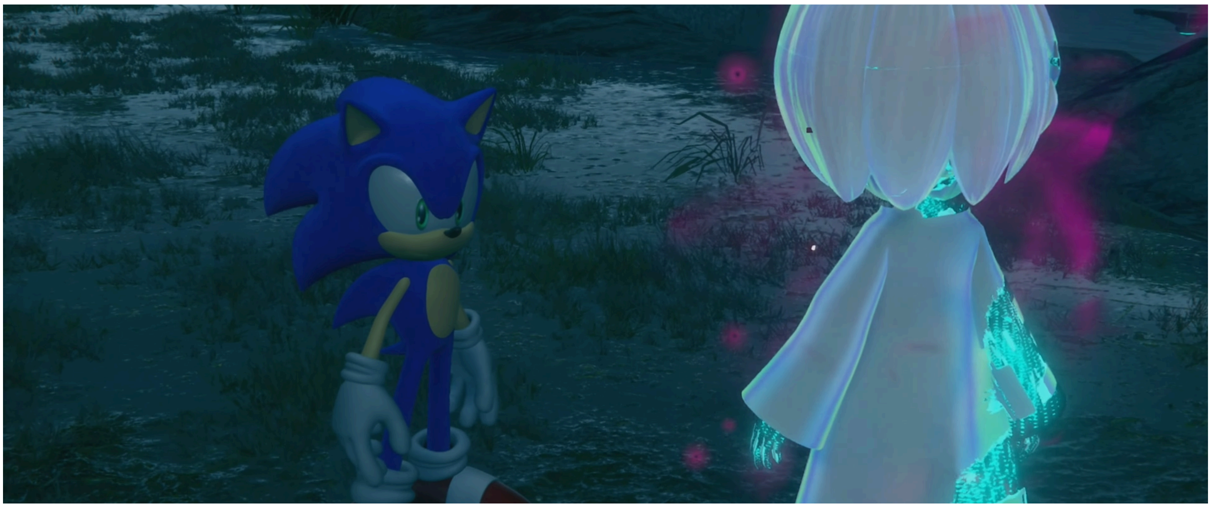
Sage tries to deflect Sonic's show of comedy about her advising Eggman to work with him, but you see her flashing blue/white while looking away from him. This flicker happens right when Sage says "That Is All." This is direct evidence from the animation team that what Sage is saying isn't the whole truth, and that pushing forward a chance at survival wasn't the sole reason she had Eggman work with Sonic.

From all the evidence we can gather, it's clear she's in denial about having deeper and more positive feelings about Sonic. Psychology makes it clear that deeper and hidden truths are present when someone provides a firm statement yet can't keep eye-contact, showing that Sage is clearly hiding a truth from him

From here, most optional conversations are exposition, detailing the Ancients and their culture, with the only notable part of this is showing Sonic and Sage both engaging and conversing between each other. It highlights how far their relationship has come, and how it's grown to a level I feel both never expected.

However…there is one conversation worth looking at.

Near the broken bridge leading to a Chaos Emerald Vault, Sage will talk to Sonic about the architecture of the ancients, featuring really interesting facts regarding the design of the ruins, but nothing in the text adds major value between the two of them, but the animations? Yep.



When Sage talks about wanting to run simulations regarding a world with the Ancient's around, she begins to flicker to Blue and White like previous times, however, for the first time, we see Sonic actually notice this effect take place, looking away from her eyes and towards her entire body. This is a sign not just to Sonic but the audience that Sage's flickering between her default and late-game palettes are worth taking notice of, and they are!

Like I've been bringing up, Sage's flickers appear at certain times, and aren't a cycled texture effect. They are purposefully placed across Ouranos Island to highlight visual clues to the audience that the things she says and what they actually mean have significance beyond just being spoken dialogue. This is Sonic Team telling us that this change of visuals matters, to where Sonic himself takes notice.

Eventually, Sonic collects the final Chaos Emerald and Sage catches his notice, with Eggman coming in and passing him the final Chaos Emerald. As Sonic turns Super and flies off, Sage notices Eggman watching Sonic with curiosity. Fun Fact: Within the script of Frontiers, it states **“Eggman's despair turns into hope.”** and Sage actually reacts to this, placing her hand on her mouth and smiling. This shows a shared moment between her and the doctor, both being left in awe by Sonic’s confidence and heroics, with them feeling real hope that they might beat the odds.

As Sonic defeats Supreme, The End is directly freed from the Titan and flows up into space. Sage speaks to Eggman, clarifying what is happening.

> **Super Sonic**: Is that it?
>
> **Sage**: All we did was chase it out of its shell. It's retreating into space to regain its true form. Even Super Sonic won't be able to stop it. I know what I must do. I must... leave you.
>
> **Eggman**: I understand. Go fulfill your... function.

> **Sage**: Hurry! Before it regains its full strength!

Super Sonic: Ladies first!

(They fly away, ready to face The End)

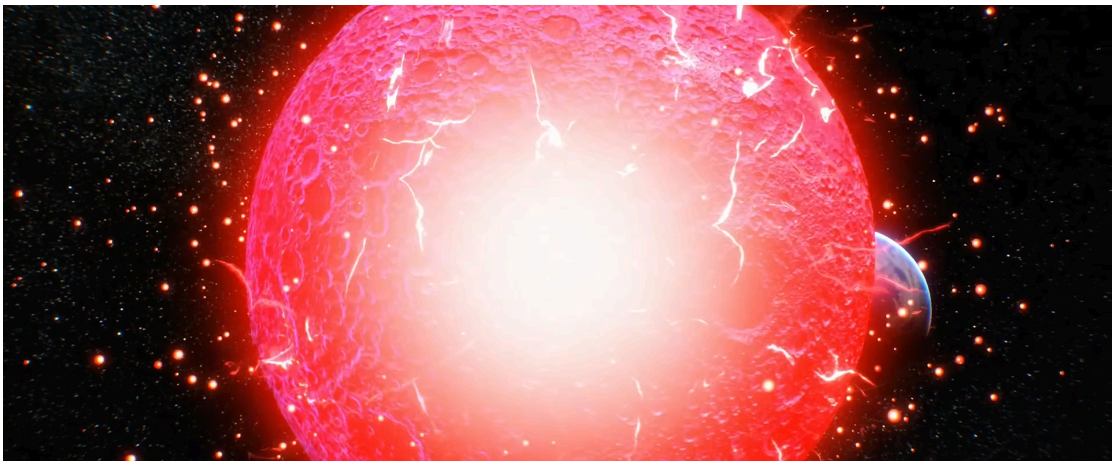
Eggman: Be careful, dear daughter.

With everything climaxing on Oranous Island, Sage decides to leave Eggman's side to pursue a shared alliance with Sonic, possessing Supreme and flying into space to fight The End. Sage here is constantly flickering from Black/Red to White/Blue, in complete flux between her base code and the effect that Sonic had on her, allowing her to have the heart and ability to take face a gold like threat.

Of course, Sonic gives her a smile and provides banter, reassurance before what comes next.

After fighting The End, Sage uses Supreme to throw Super Sonic, in a direct offensive move against the god…but…

Super Sonic: [Ready to finish The End off] Now or never!



[Sage throws Super Sonic so he could fly like a shooting star to finish off The End. Instead of full-body smacking into The End's surface, Super Sonic pierces The End at the speed of light, then blasts out the other end. The End begins to flash, ready to kill Super Sonic once it explodes. Sage takes notice and makes a dash for The End to contain it.]

Sage: No!

(Sage enters The End, and contains it, just as the red Chaos Energy on her turns into many light-blue shades, along with her dress turning white instead of black. The End then explodes, taking Sage with it.

> The explosion hurls Super Sonic towards Earth, but all of the sound is silenced, except for Sage's last words.)
>
> **Sage**: Please... look after... father…

Many assumed that Sage’s ultimate sacrifice was solely for Eggman, to protect the world for him to rule, and that can be true, but from what the script directly says, she sacrifices herself to protect Sonic, who is about to be killed by The End. This is the act that shows her full emotions on display, not letting Sonic die here, especially after seeing him die already. She knows his demise is unfair…so decides to take his place instead. An act of love and care.

She becomes the miracle he promised. The heart he helped develop with her finally seeps through, with her finally accepting her Blue/White colour palette and wearing her soul that was touched by Sonic metaphorically on her sleeve. As she dies, she entrusts Sonic to care for Eggman, the ultimate show of care, admiration and importantly, trust she has in Sonic.

She dies to make sure Sonic lives…and that act alone says more than any words could. This is where the tale of Sonic and Sage concludes, with Sonic falling back to Earth, and Eggman looking across the ocean, broken that his daughter is dead…

While the post-credits scene shows us Eggman managing to bring Sage back to life on his computer systems, concluding Sage’s tale, we still have some uncharted territories to explore.

We just covered the script created by Ian Flynn, but the Japanese script offers us a new perspective. So, before we jump into The Final Horizon, let's analyse Frontiers again, this time from the Japanese perspective.

✧:—:✧ Chapter 5: Soul Isn't An Error ✧:—:✧

The Japanese script of Sonic Frontiers featured many differences from the original English text as it was done by the game's director, Morio Kishimoto and the game's lead game designer, Jyunpei Ootsu. The reason behind this was due to one of the goals of Frontiers in its development. In an IGN interview, Kishimoto stated:

However, we felt that Sonic has the potential
to differentiate itself from such tropes.

"Level-based platformers are known to have relatively simple stories and stylized environments. However, we felt that Sonic has the potential to differentiate itself from such tropes, That's why we went for a more serious story and photorealistic visuals."

Later at Tokyo Game Show, he would elaborate on this further, stating on a 4Gamer Interview:

"When it came to story development, I asked him to help create a story that would suit the Japanese and Asian audiences. The basic storyline was perfect for Sonic, but the Japanese and Asian versions of the storyline added some hidden meanings to the lines and left room for imagination, adding a touch of Japanese comic culture fun."

This means that the script in Japanese was going to be a different flavour from what English players would have with Ian Flynn, but how does this hold up for Sage and Sonic's dynamic? Let's do an analysis. We'll be covering the same conversations as we did before, and comparing how they match with the English dialogue. Let's begin!

> [*Sonic is running through the Kronos Island. Giganto is summoned to the field. And raises it foot, which catches in time and jumps out of the way of.*]
>
> **Sonic**: Whoa!
>
> **Sonic**: What the heck? This guy is stupid huge...
>
> [*Sage appears in front of Sonic, jump-scaring him.*]
>
> **Sage**: Sonic the Hedgehog...
>
> **Sonic**: You seem to know me... but who are you?
>
> **Sage**: The supersonic hedgehog...
>
> **Sonic**: I'm in a hurry. You're gonna have to let me through. [*Runs past Sage and continues his battle with the Titan.*]
>
> **Sage**: High combat capability... I will eliminate you.
>
> [*The Titan stomps the ground, triggering a quake and blasting a series of rocks up in the air. Sonic yelps while he is dragged up in the air by one of the rocks.*]

The dynamic between Sonic and Sage is slightly different. For the English Script, Sonic shows immediate care towards Sage, saying the line:

> **Sonic**: Where did you come from? Are you trapped too?

The line in Japanese was changed too:

> **Sonic**: You seem to know me... but who are you?

The Japanese text focuses on the mystery of Sage knowing who Sonic is, and Sonic directly points this out. He doesn't immediately show the desire to directly help her, but more so confused about who she is, which is natural. Sage sounds more robotic here, stating out Sonic's full name, main trait and how she pins him down as a threat.

Sage is directly breaking down Sonic like an analyst, where in the English text, she shows more personality and desire. This acts as a simple but perfect starting point to show the difference both Ian and Kishimoto had when writing Sage's character. In English, she's focused on directly supporting Eggman and prioritising his safety, while in Japanese, she's more aligned with her natural programming, with the possible ability to develop a soul. The flavour is the same, so is the destination aligned with the English script? Let's continue…

[Sonic finds Sage at the top of the control tower.]

Sonic: Hey! That big guy's a bit much, don't you think?

Sage: That is a Titan...You are nothing compared to its great power.

Sonic: Maybe... but I've got an ace up my sleeve in the form of Super Sonic. All I need is the Chaos Emeralds.

Sage: That's right...nothing you do will change the outcome. Besides...one of them is in the Titan. You can't even fight anymore.

Unlike in English where Sonic is betting he can handle Giganto, Japanese has Sonic have full confidence that Super Sonic can take down the Titan, calling it his "ace up my sleeve", while Sage is more nihilistic in nature, affirming that Sonic can't even fight the Titan, while English Sage is just doubtful. This is a good illustration of Sage relying more on data and probability in the Japanese script.

[Sonic sees Sage Northeast of 1-3]

Sonic: Hey! We meet again. Oh yeah, I never introduced myself. I'm Sonic...

Sage: I know about you... your age, your physical characteristics, your weaknesses... you're all about speed, and you're short tempered.

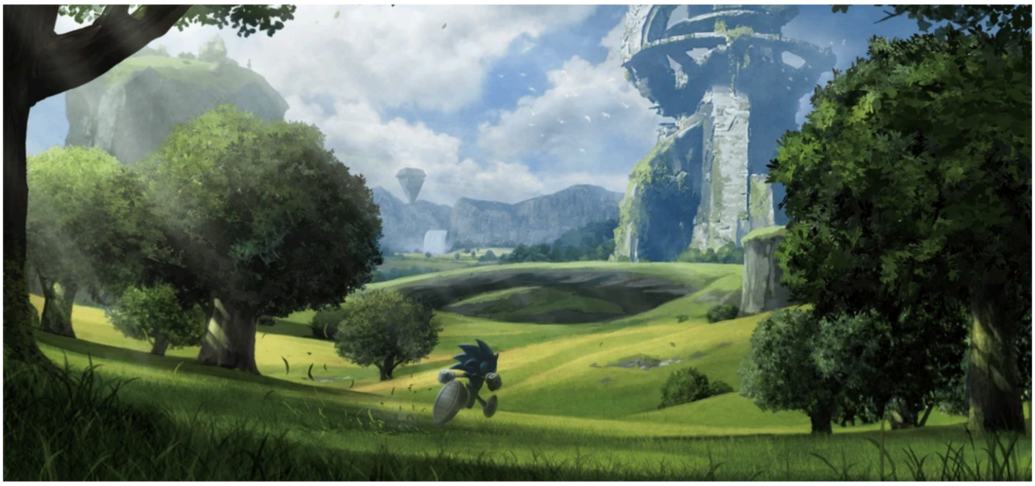
Sonic: Are you... a fan of mine? But I don't know anything about you, lady.

> **Sage**: I have no intention of sharing information with you. [Sage ignores Sonic.]
>
> **Sonic**: Why'd you gotta be hostile? I don't get a bad vibe from this girl, though…

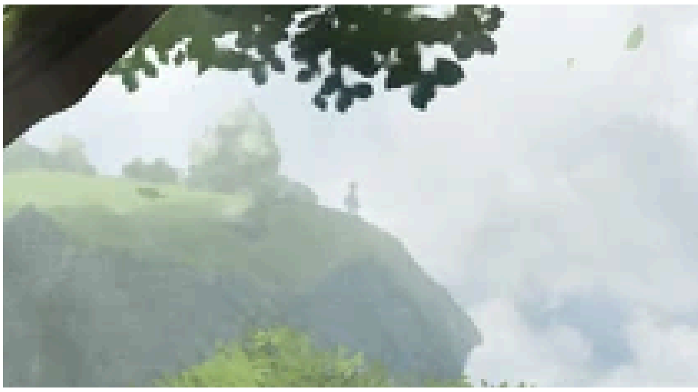
There's a few things to note from this conversation, the first thing is how Sage drops her short-sighted comment, instead reading him off as if he was a file of data, showing how early on in the narrative, Sage is aiming to keep towards her programming.

However, there's another major factor in this conversation, Sonic doesn't refer to Sage as a "Kid" in the Japanese Script, but as just "girl". This is a contrast from the English script, where Sonic called her kid, or defined her role as someone younger than him, while in the Japanese text, Sonic refers to her with terms that create a dynamic that is more balanced and fair.

Early on in the English script, Sonic sees Sage as a young, bratty child, someone who is actively trying to gatekeep him from progressing through the Starfall Islands, but in the early pages of the Japanese script, Sonic sees her as a dangerous presence and sees her more of a rival, and as a peer. This is something that's reflected in the designs of the two characters, so let's detour and explore Sage's design and how it compares to the main cast.

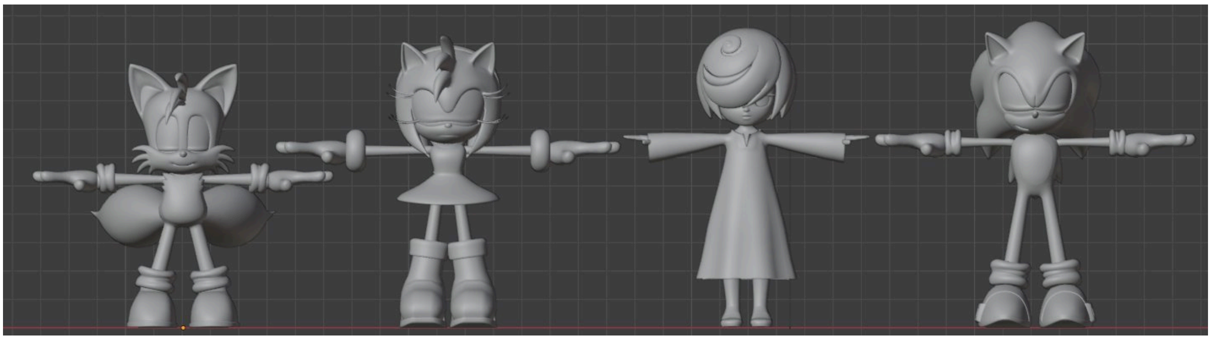


Fun Fact: This is one of the fair few concept pieces we have of Kronos Island, featuring Sonic rushing through the grassy plains. However, if you look in the top left-hand corner, you can find Sage watching over our hero!



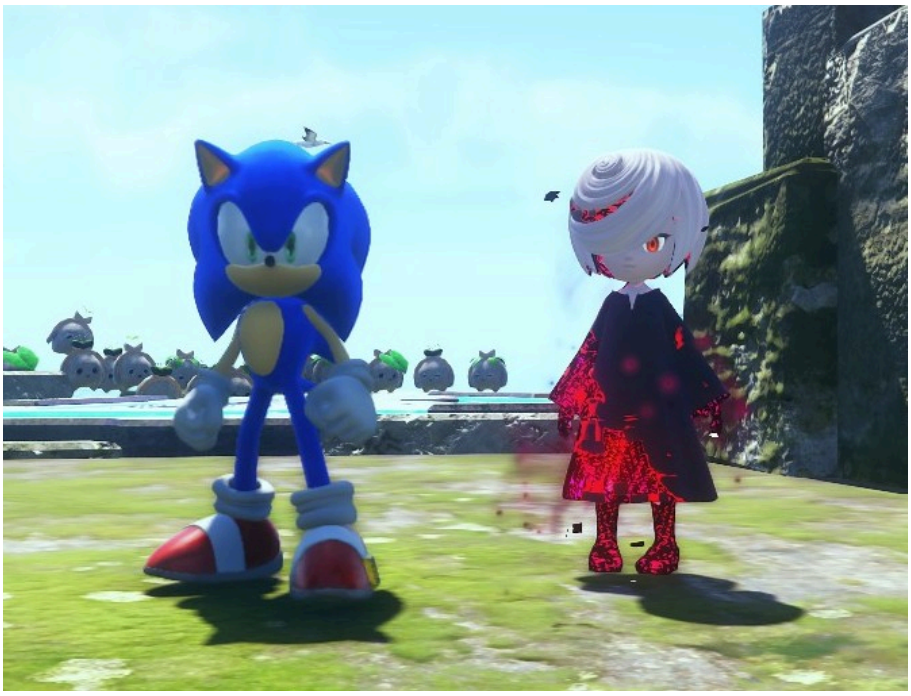
✧:──:✧ EX Chapter 2: Data Is In The Design ✧:──:✧

Character design is an incredibly important and central focus for the development of any new character being made, and this includes how they look and compare with the characters they'll be interacting with. Sage is designed based on humans from Anime, featuring large eyes, short hair and a dress. One key detail many miss regarding Sage's design is her height. Unlike other human characters, from Dr. Eggman, to Professor Pickle to Maria Robotnik, Sage actually matches most of the animal characters themselves.

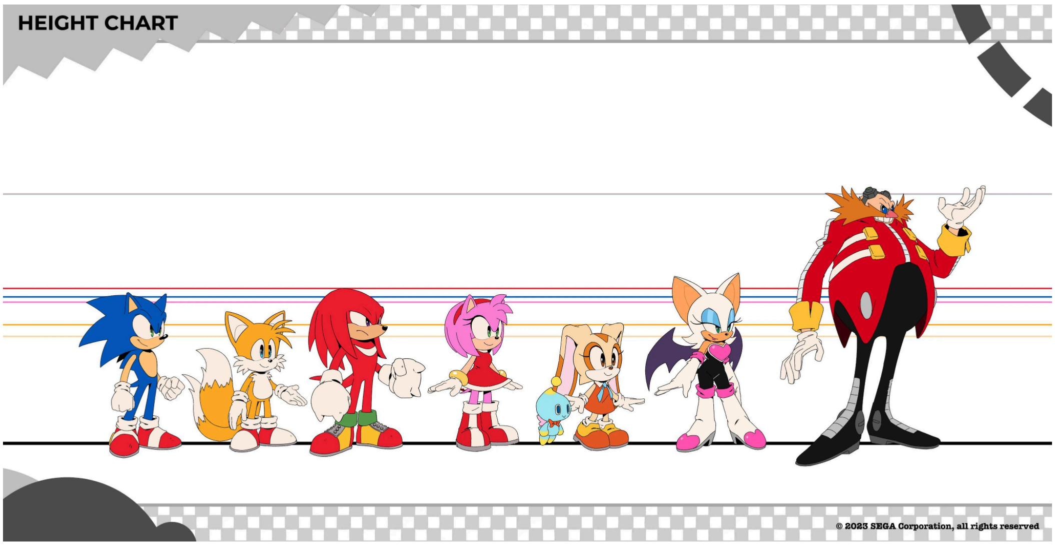


I decided to take the models used in Sonic Frontiers and matched them side by side as exported by Sonic Team using Blender so I could get an accurate measurement of each character. Why is this important?

Height plays an important role for designing the Sonic cast, and creating a hierarchy across different characters. When you compare Sonic to Tails, Tails is noticeably shorter than Sonic, and this plays well with his role as Sonic's younger brother. Knuckles on the other end is taller than Sonic, demonstrating his older age compared to the blue blur. This isn't just a fun fact for the games, as this way of thinking also applies to the Sonic Movies versions of the cast.



Sage's height is usually misunderstood, as many consider the same height as Tails and Cream, the younger kid class, but that isn't true. Sage actually operates in the "Hero" Height class, as she is comparable to Sonic! One easy way to tell this is through Frontiers itself. When you explore the Open Zones, you can find Sage standing around and can talk to her. If you put Sonic next to Sage and measure the gap, it's surprisingly a slim height difference, if any!


HEIGHT CHART
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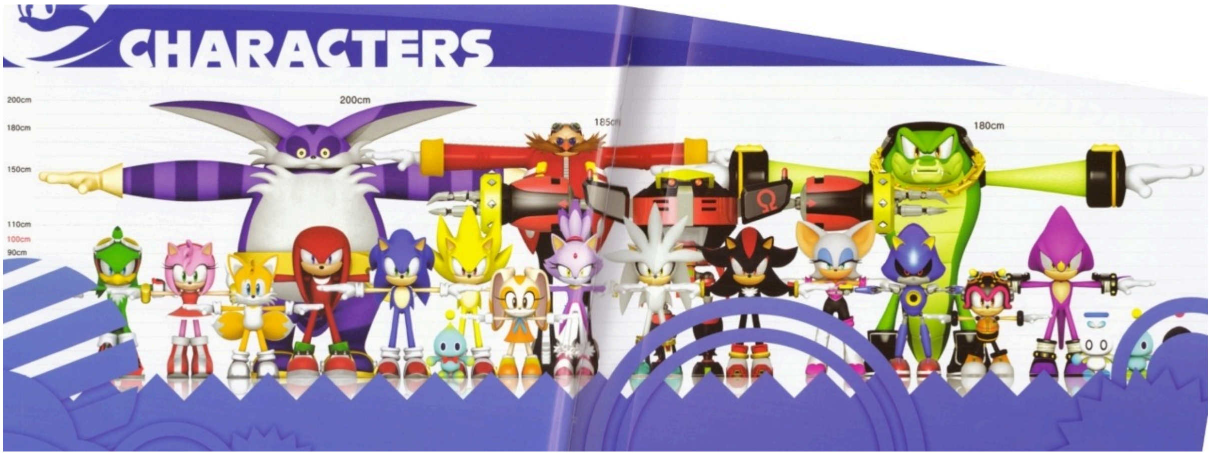
Sonic characters usually fit into specific categories based on their height, with characters like Tails, Cream and Charmy being significantly shorter than Sonic, which classifies them as children in terms of their design. The fact Sage matches the height of characters like Sonic, Amy, Shadow and Silver at around 100cm, which signifies that Sonic Team's character designers wanted her to be seen as a rival/peer in terms of height hierarchy and have her stand shoulder to shoulder with the more powerful characters in the cast.



The Japanese script directly references this by having Sonic call her girl and lady, not "Kid", which highlights her matching stature to Sonic, and by calling her a more ambiguous term, it makes the dynamic between them in Japanese to be more equal. I would assume Ian Flynn wrote Sonic to call her kid due to Sage's behaviour, like throwing Titans at him, which Sonic might see as reckless. Let's return to the script analysis.

✧:—–:✧ Chapter 5 Continued: Soul Isn't An Error ✧:—–:✧

[The Koco communicates to Amy. Sonic suddenly sees a figure in the distance.]

Sonic: [looks overhead] Well, hello again.

Sage: You always interfere with the doctor like that.

Sonic: [Confronts Sage] Interfere with the doctor? What the heck are you talking about?

Sage: You are dangerous... your presence is causing the doctor to suffer.

Amy: [Angrily to Sage] Don't make accusations! Did we cause you any trouble? How do you know us in the first place? Who are you?

Sage: You are an obstacle to the doctor. I will eliminate those who make the doctor suffer. [Floats and vanishes]

Amy: That girl... who could she really be?

Sonic: Who's this "doctor" anyway?

[The Koco looks at both of them, curiously.]

Up till now, Sage has been more clinical and static in her behaviour, yet we see a slither of personal priority in her. While the English Sage notes that Sonic is “endangering the world”, the Japanese Sage points out that his **“presence is causing the Doctor to suffer”**. It’s very unusual to see this degree of care by a Japanese Sage, which makes this scene stand out more. Another difference is the topic of the conversation. Amy in the English script talks about love and Sage critiques the concept before disappearing while confused.

The Japanese script focuses on Sage feeling disgusted by Sonic (and in turn his friends) because his actions will directly harm Eggman, showing that, like the English script, Sage knows more than she's allowed to tell. The final difference here is Sonic's intuition, where while in the English script, he says Sage is a "pain", Sonic in the Japanese script lingers on who this "Doctor" is she keeps bringing up, while highlights early on that Sonic is paying high attention to what she has to say to him.

Sage: Why do you have the freedom to come back from cyberspace over and over again?

Sonic: Beats me...maybe it's because I'm cool like that. But you know better than me about that, don't you?

Sage: I have no intention of sharing information with an enemy. You're just a lucky survivor...you cannot continue to escape your fate.

Sonic: Thanks for cheering me up! I will until I figure out how to help Amy! There's no point in letting some weird mechs attack me. Nothing can stop me! I'm busy. I'll see you later.

Sage is more judgmental of Sonic here, with her calling Sonic "lucky", which is actually way more of a definitive assumption than in the English script, to where she calls his survival "a fluke", which allows for some leeway. Sonic is also more casual and cool in the Japanese script, switching from the speech to something more casual. He's got a mission to do and knows they both are speaking past each other and not to each other, so he leaves, but tells her "I'll see you later".

[Sonic finds Sage looking at tombstones on the other side of the river.]

Sonic: Are you trying to solve the mystery surrounding the ruins? It's kind of creepy that you're the only one here, isn't it?

Sage: [Turns around] The technology of the ancients is beyond the comprehension of modern science. A hedgehog like you with only the speed going for you will soon be exterminated.

Sonic: Don't be so provocative. Have they lost control of their own technology and disappeared?

Sage: No.

Sonic: All right. I guess you're not in the mood to talk. Let me know when you're ready.

This scene, just like in the English script, is the final scene most players will come across before the fight with Giganto, so it acts as a summary of their relationship. Sonic is trying to reach out and talk to her, but she's doubling down on her "logic first" behaviour. However, there is one major difference between the scripts, it starts here.

Like we established before, Sage understanding Love through Sonic was one of the narratives of the English Script, however this is shifted completely to something else. Isolation.

Sonic changes his focus from the ruins and the general emptiness of the Islands to instead commenting on Sage and her being the only one on the Island. He focuses on her, since she's the one standing in front of him, and shows that Sonic is observing her, and it's about her existence in their world. Additionally, while in English Sonic ends the conversation by leaving her alone, Japanese Sonic keeps the door open for her, providing her patience and time to warm up. He treats her like a friend who's going through their own personal problems and is equally giving their friend the silent treatment.

In English, the assessment of their relationship by the end of Kronos Island is one of avoidance and mystery. The Japanese script switches this to counseling, with Sonic not only seeing Sage as an equal, but also someone who is hiding things as well as being lonely. Sonic plants the seed that he'll be there for her when she decides to open up, and despite her aggression, he's not being defensive…

We reach the sandy plains of Ares Island again, where we repeat our debut of Wyvern.

[As Sonic runs across the island, a Wyvern emerges and flies about the landscape. As soon as Sonic realizes the Wyvern isn't attacking, he takes a breath, but is jump-scared by an appearing Sage.]

Sage: I am convinced from what I have observed so far that your presence is an obstacle to the doctor.

[Sage activates the Wyvern. The Wyvern approaches Sonic and roars.]

Sonic: When I transform, I'll take you on.

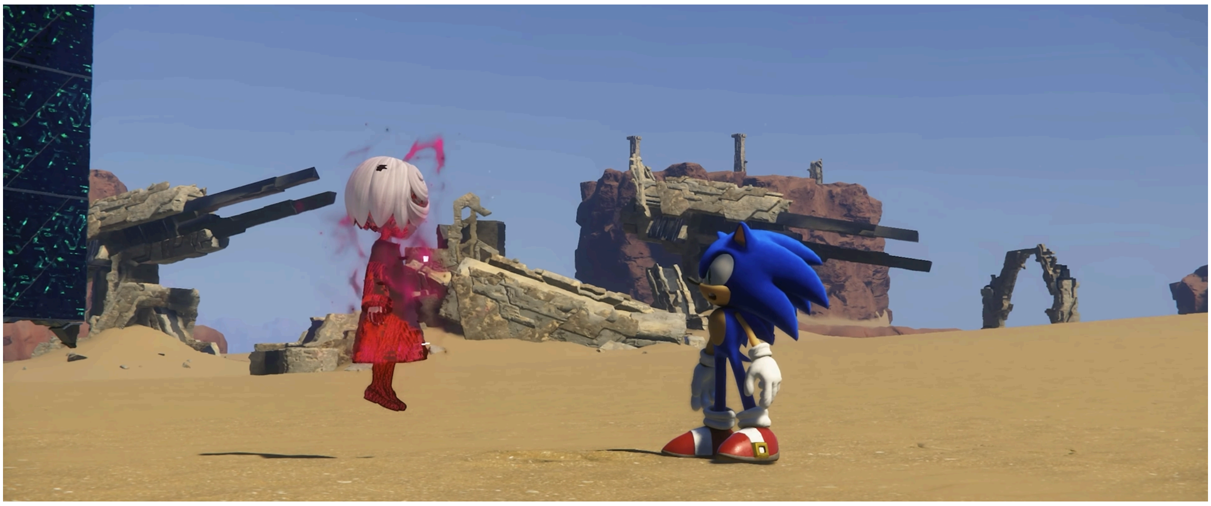
[Sonic desperately runs to try and find a hiding spot. He looks behind and sees a missile approaching him. He jumps just as soon as it explodes on the ground. He dodges more missiles and finds a hiding spot, behind a rock. He sits down and tries to catch his breath. He looks up. All the missiles the Wyvern drops explode out of Sonic's reach, and the Wyvern swoops past him. He gets up.]

Sage: I'm always watching you...all for the doctor.

[Sage teleports away]

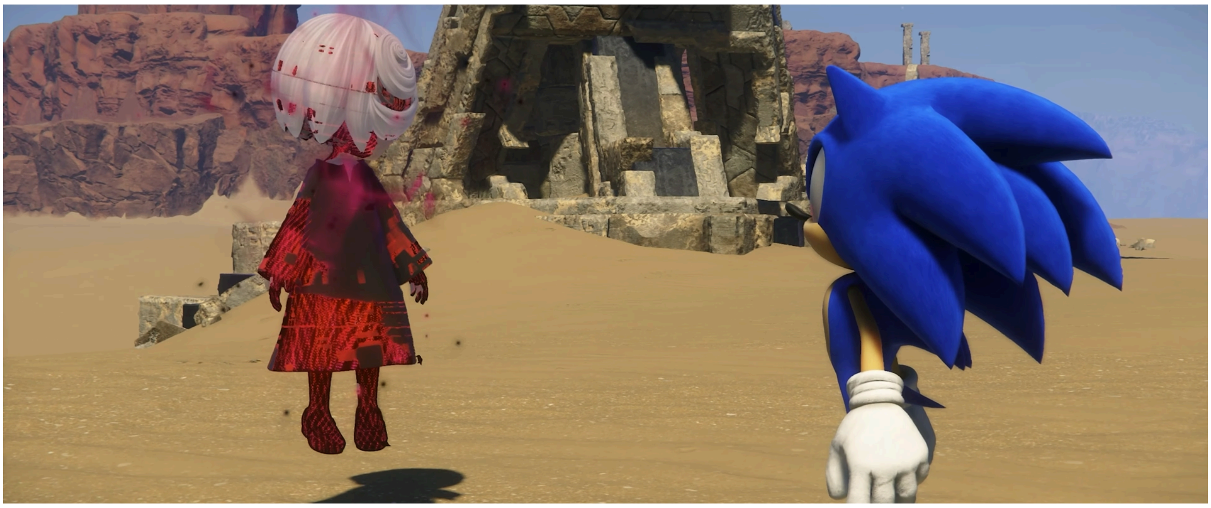
Sonic: I'll need the Emeralds again…

Sage here is clinical and impersonal, viewing Sonic not as a hated enemy, but as a variable to be solved. While the English version is more standard in the writing for a villain character, this leans into the interpretation of rivals. Sonic isn't directly afraid of Wyvern, as he's aware that once he gets the Chaos Emeralds, he'll be able to match the titan in a fight, with his encounter with Giganto proving such. Sage additionally also directly confirms to Sonic that she's constantly watching him, however adds that it's for Dr. Eggman, which while true, also provides a sense of irony in that Eggman's direct orders will lead to Sage forming a real bond with Sonic.



Sage: You again. Don't interfere!

Sonic: Interfere? I don't even know what you want. You know? It's about time you told me who you are, what you're doing, and why you're attacking me.



Sage: It's none of your business. Knowing or not knowing won't change anything. You can't do anything... [Sage looks away from Sonic]

This scene is quite interesting as we begin to see the animators put more hidden signs in the characters' body language. Sage disengages with the conversation when telling Sonic that he can't "do anything" regarding her situation. As we know, she's referring to The End and the destruction of the world by the entity. This fits my assumption regarding Sage's behaviour to Sonic fitting the "Kuudere" archetype, as she is showing a distant exterior, but a crack reveals a genuine human trait when pondering uncomfortable topics. It's key to point out that Sonic is still extending a hand out to her, asking the "why" in her behavior towards him, because he wants to understand who she is rather than being comedic and snarky. This plays perfectly into the upcoming scene.

[Scene: Ares Island: Day]

[Sage guards the Portal Gate as Sonic approaches her.]

Sage: As I assumed, you are dangerous...I will eliminate you right now and here.

Sonic: Hey, come on, why are you like this?!

Sage: I don't need to answer...I will eliminate you shortly.

[Sage delivers an energy shot at Sonic, causing him to flinch and guard himself from the blinding light. Suddenly, Knuckles steps in front of Sonic in slow motion - which Sonic raises his eyebrows to - and blocks the attack. Knuckles then runs towards Sage, but Sonic immediately restrains him.]

Sonic: H-Hey! Wait! Hold on a sec!

Knuckles: Bring it on! I'll teach you some manners!

Sonic: Not the point! [To Sage] Why are you attacking me? Look, if you're in trouble, talk to me. I can help you!

Sage: [Sage pauses, looking visibly taken aback and thinks for a moment, before shaking her head and stuttering] What...are you talking about...? I'll eliminate you! [She vanishes.]

Knuckles: Why'd you stop me?!

Sonic: She lives on this island.

[Knuckles grunts in anger.]

Just like in the English script, we're seeing Sage beginning to break from her cold/calculated exterior and show real emotion, however the difference comes from the text. Sage is more confused than emotional, not understanding the logic behind Sonic legitimate kindness and now defence of her, especially since just tried hurting him. This crack in logic based thinking is the seed from the end of Kronos Island beginning to sprout, allowing for Sage to begin seeing him in a more nuanced light. The English and Japanese scripts meet here in the sense that Sage's bond with Sonic is beginning to break through the surface, and is a psychological win for Sonic, his kindness and patience with her is beginning to show results. A cute detail here is how, despite not knowing that Sage is a native of the Starfall Islands and is an AI, he tries to make Knuckles understand his reason for defending her, framing her as a resident of the island, something Knuckles can relate too as the sole resident of Angel Island.

Sonic: Your flying monstrosity is looking a lot better than the last big guy. Sure, it's got the moves, but the outcome will be the same, you know?

Sage: Why are you able to use the chaos emeralds? Condition update...I cannot lose again.

Sonic: Nothing personal, but can you please not get in my way of me helping my friends? No? Fine, then. we'll do it your way.

A short but insightful scene. The main takeaway of this is the difference in Sonic's plea for Sage to step aside and let him focus on saving Amy, Tails and Knuckles. English Sonic is more cocky and boyish, it's a tiny bit standoffish, but alternatively, Japanese Sonic is a lot more casual and willing to plead a little. He makes it clear that his desire for Sage to step aside isn't from a personal grudge or general rivalry, but it's because he just wants to help his friends, that's it. It's a side of Sonic we never see much, and is another interaction that shows him trying to find the middle-ground with Sage.

Sonic: Hey! You tell me how to bring my friends back to normal, and we'll put all this behind us. Amy and Knuckles are both in some kind of ghost state.

Sage: Data in Cyber Space is restricted.

Sonic: It's like they're both inside the space, but their souls are outside. Do you know anything about that?

Sage: Their health is stable...they are drifting between cyberspace and the real world, but their living status is not affected.

Sonic: That's a relief to hear...thanks.

This scene carries the same weight in both English and Japanese. Like I mentioned with the English analysis, this scene shows Sage breaking her baseline coding to provide Sonic emotional relief. The fact this is the same but just under different wording shows that this “Olive Branch” is a narrative beat rather than the quirks of localization. Sage, right here, finally drops her antagonistic exterior and begins to soften around Sonic, allowing the dynamic to proceed into its more intimate form we see later in the game. However, note that Sonic talks about souls…

[Eggman laughs. It is revealed that Sage is talking to him.]

Sage: He turned golden and headed there.

[Eggman laughs harder, then stops.]

Eggman: Super Sonic! For once, he's desperate.

Sage: Super...

Eggman: Still, that's quite some scientific power! An AI program has been transformed into a prosthetic body. You look like a human being, except a soul might be out of the question.

Sage: Soul...I don't know what that means. What is it?

Eggman: Just carry out the order.

Sage: [Sage places her hand on her chest and smiles] ...understood.

This scene is completely transformed in the Japanese script. We go from a wholesome moment of realisation for Sage that she'd have a home with Eggman and her brothers in the English script to Eggman dismissing the idea of Sage having a soul in the revised script. This is massive as, due to the fact animations aren't changed between scripts, Sage's body language with the Japanese script is incredibly bittersweet. She's following orders with a smile, but it just feels hollow, and it redefines her animation, going from one of warmth to searching for that missing component of her being. The big implication is due to the previous scene, Sonic has shown Sage that he values his friends' soul, and how a soul can carry life with it, however Eggman rejects the notion that she can even harbour one. It illustrates the difference between Sonic and Eggman, their views on life and its worth. It also highlights just why Sage, even in the Japanese script, has justification to actually grow attached to Sonic, which puts into perspective just how important Sonic is for her own personal development.

Sage, within the Japanese script, has a new narrative. She's going to begin her own pursuit for personhood, moving solely beyond her desire to be a worthy asset to Eggman, but to also define her own worth and identity. This makes her dynamic with Sonic so important, because without him, she simply wouldn't have a person in her life to show her that there's more to her existence as just an "asset of the Eggman Empire" but as a person, a being with their own soul.

Sage: I have confirmed that he can freely move between the real world and the cyber world.

Eggman: Ugh! He's still the same impudent runt! Always doing something crazy!

Sage: He must be eliminated...have you known him long?

Eggman: Yeah! He's always getting in my way! Oh? Did you say you're gonna get rid of him? I mean... eliminate him from the world?

Sage: [She whispers to herself] Yes, sir, I will carry out your orders...is there a problem?

Following on from the topic of soul and what it truly means to be human, this scene really helps illustrate a quirk of the human experience, contradiction. Eggman actually shows hesitation when Sage directly and coldly states that she will eliminate Sonic. The fact this follows from Sage asking him a personal question regarding his history with Sonic makes it clear that Eggman is flip flopping over his personal wish to kill Sonic and his desire to keep the rivalry between him and the hedgehog alive.

Sage can't comprehend this due to a crystal clear illogical emotion that is. She is a logic-first being, so the idea that someone can hold polar opposite opinions or feelings is truly a gridlocked hypothesis for her. It's a small moment but informs her that contradiction is real and something emotional lifeforms can experience. The question is, can she learn that quirk of the soul?

[Sonic sits next to Knuckles. He attempts to engage in a conversation, only to decide against it upon seeing the echidna's somber expression.]

Knuckles: Long ago, my tribe was wiped out by a catastrophe... and these are the only people on this island...It reminds me that I am the last of the Echidna tribe...

Sonic: I still remember the history of the Echidna tribe... They thrived on the Master Emerald, right?

Knuckles: I know nothing of my relatives' origins... I just know that protecting the Master Emerald is all that matters...

Sonic: It was a long time ago. No wonder you don't know, right?

Knuckles: No. As heir to the Master Emerald, it is my duty to know their origins. [stands] It's worth risking my life for!

Sonic: Sure! When you get your body back.

[Sonic and Knuckles stare competitively at each other again. Shots of their pupils show on screen. Soon the seriousness turns into laughter and they share a fist bump. Sage is below the duo.]

Sage: He is full of potential...why is that? Condition update... [Thinks] In the end... they must die... their fate is unchangeable.

For Sage, she's witnessing Sonic's greatest power, the thing that allows him to adapt and conquer any situation, his soul. In both scripts, while the conversations are different, Sage's overall headspace is the same. Sonic has the soul to reach limitless potential, and she genuinely wants to have hope that what is coming, the calamity that is arriving to him, can be overcome, but her logic-first thinking is stopping her from just trusting the improbable. Sonic is beginning to operate in a space that Sage can't identify or calculate. He keeps overcoming everything, from the increasing effects of his Cyber Corruption (which is a result of him freeing his friends), island navigation and the defeat of Giganto. He keeps out performing her calculations and she doesn't understand why he's capable of this…but he just is capable of it. The English script focuses on his ability to reach out to others, while the Japanese text is more existential, and further showcases Sage and her inability to understand the concept of soul.

If Sage wants to truly grasp the potential of Sonic, she needs to stop trying to calculate around him, and have the ability to believe in him…she needs to put faith in him. Something only someone with a soul can do…

We crash land on the high volcanic mountains of Chaos Island. In the English script, we saw Sage display more emotion towards Sonic, reaching some of the highpoints of their relationship. Will the Japanese script follow suit? Let's begin.

✧:—:✧ Chapter 6: “Be Brave, and You’ll Want To Run With Me…” ✧:—:✧

[Tails is released from the dome, at the cost of Sonic getting paralyzed by Cyber Energy. Tails discovers Sonic covered in Cyber Energy and becomes shocked.]

Tails: Sonic!

[He tries to help him up but to no effect due to, according to Sonic when he rescued Amy, "[being] the one who's half [there]".]

Sonic: You okay?

[Sage watches over Sonic again.]

Sage: He reaches out to everyone...and smiles.

Tails: There was some energy-like substance just now...I'm okay! ...But I'm not. It's as if I've been captured in a sort of vast cyber void...

Sonic: I guess you know all about this.

Tails: This body is cyberized. I'm sure my soul is...

[Sonic wags his finger at Tails.]

Sonic: I met Amy and Knuckles too...They have the same bodies.

Sage: And he never gives up. Always ready to run into the future.

Tails: Knuckles?! Why is he here...? [Becomes determined] Uh, anyway. I understand the logic, but I'm not sure what to do...

Sonic: I'm sure with your wit, you'll figure it out!

Tails: I'll try!

[Tails vanishes, but Sonic starts struggling in the paralysis.]

Sage: But the arithmetic result is the same. [Sage grits her teeth] He can never escape the fate of death…

Right off the bat, there's differences. The recurring concept of "Soul" is brought up again, this time by Tails when he's describing his Cyber state, and helps remind the audience that there's a narrative through-line at play. However, the main find here is Sage's observation of Sonic.

In the English script, she was showing admiration towards Sonic due to his physical capability to keep going despite the corruption, keeping a smile up for Tails and playing off the pain with snarky and casual behaviour. However, in the Japanese script, Sage shows admiration for Sonic's ability to smile and reach out to others, reflecting on his ability to **"run into the future"**, it's a change that actually adds more intimacy to the overall dynamic between Sonic and Sage.

We also get the continuation of her last scene on Ares Island, showing that her logic-based programming is stopping her from hoping for a better outcome for Sonic. This really reflects her Kuudere archetype, being unable to show real warmth to the idea of Sonic prevailing due to the information she has access to. She knows what will happen if his state continues like this…but her own inner being genuinely wants Sonic to overcome this, and avoid the impending tragedy.

The next meetup comes as Sonic is introduced to Knight.

Pre Knight Chase -

[A large Titan confronts Sonic. Sage teleports next to Sonic.]

Sage: Don't make it any angrier...

Sonic: That's my line!

[The large Titan throws its buzzsaw shield at Sonic as he runs off smiling.]

Post Knight Chase -

[Sonic finishes outrunning the Titan's shield. Sage appears again.]

Sonic: I'll see you later, then.

Sage: Condition Update…

This scene follows the tone of the English script, with Sage acting significantly less aggressive and providing advice, and alongside Sonic providing banter to her, it shows a new playful high of their dynamic. It also shows that the two of them are beginning to find a wavelength to coexist in, due to Sonic saying that she “said his line”. This helps their relationship match the peer status the team envisioned these two to have, and shows that Sonic very much treats her not as a threat, but as his audience to witness his skills, with Sage compelled to fill that role.

By the end of the chase, they separate for a bit, however Sage repeats a phrase that has appeared a few times now, “Condition Update”. This is her vocally changing data regarding Sonic and his miraculous ability to get through any situation.

Sonic: You know, I think I figured it out. The Koco are the souls of the ancients, right?

Sage: And if they are?

Sonic: I've met many souls who are wandering because of their regrets...Sometimes I helped them move on. How many months and years have they endured? Were we summoned here to help them?

Sage: Why are you asking me?

Sonic: I have a feeling you might be in the same boat. If that's the case, I'm here to help you, okay?

This scene really does elevate in the Japanese text, reflecting the intimacy of their dynamic during their final conversation on Kronos Island. Sonic is indeed incorrect about Sage being a spirit, just like in English, but the intention is clear. Sonic wants to help Sage, including her in this vague group that is here to bring peace to the islands, breaking down the walls of enemies completely and viewing them as partners.

Souls are brought up again, continuing the narrative of Sage and if she truly has a soul or not, and Sonic provides unintentional clarity. She does have a soul, or has a perfect replication of it, because he doesn't question it at all, he just sees Sage as a girl who’s lonely…ain’t nothing else to it.

The biggest takeaway here is how Sonic leaves the conversation with a check in, an “okay?”. It allows Sonic to not be in the role of problem-solver which is what most heroes do, but instead a partner in her suffering and loneliness, which in turn invites Sage to the idea that she isn’t just a tool but as an individual person, and that is incredibly beautiful.

Sonic: Hey! I think it's time we helped each other out, don't you?

Sage: Out of the question. I don't understand what you're trying to do.

Sonic: I don't know what you want either. I just know that you look lonely...So let's open up and get to understand each other. I know you like arithmetic, but there's more to it than that, isn't there?

Sage: Calculations are everything. Besides, I have the doctor. That's all I need...

Sonic: Don't stay in your little world, be brave. If you become aware of the bigger world, you'll want to run with me.

This scene already held implications in the English script, but here? It's crystal clear. In a rare moment in the series, we see Sonic speak in a manner that is shockingly intimate. By claiming that **"If you become aware of the bigger world, you'll want to run with me."**, he isn't offering Sage a chance at redemption or simple pleasantries, but real partnership and companionship.

Sonic's philosophy is essentially boiled down to the idea that "Running" is the best path to true freedom, physically and mentally. To invite Sage to run with him, not follow or chase, but with him, he is offering a true peer role to her, seeing her as equal to him. He understands that despite her loyalty or distance, he can sense a desire in her that wishes to be free. It turns their dynamic into something so much more deeper and complex than just peers or rivals…their kindred spirits on opposing ends.

It could be argued that his invitation is the most canonical depiction of Sonic inviting someone on a date. Throughout the series, Sonic has shown avoiding behaviour regarding gestures that require to be in one place at one time, he clearly values the freedom of running across the world. By inviting Sage to run with him, Sonic is offering his most prized resource: his freedom. He sees her as an equal in ability but also keeping up with him, a rare compliment by someone like Sonic, who isn't shy to tell you if you're "too slow". In Sonic's perspective, running side-by-side him is the peak of connection between two souls. A soul he can see Sage has.

Tails: All right! We're almost there. Can you have this guy show you around and get the tools?

Sonic: Gotcha. [Sonic staggers away with the Koco. Tails waves but is jump-scared by an appearing Sage. Sage then appears behind him.]

Sage: Miles Prower, good mechanic with ability to fly.

Tails: Who...are you?

Sage: Why do you all keep trying to get involved in this island? Don't you see how pointless it is? With a brain like yours...

Tails: Huh? Are you complimenting me? I don't feel offended... Of course I know that Sonic has exceeded your expectations!

Sage: Exceeded my expectations? I don't think so...

Tails: I've been watching Sonic up close and personal. You can't measure him by your own standard.

Sage: What about you, then? Do you also have the power to save the world...? I've analyzed all of your past data...whatever you do...Your fate will stay unchanged. If you're not ready or prepared to do that... then get out of my way.

Tails: W-Well...

[Sage vanishes.]

Sage's voice: I'm done playing nice with you...

This scene is great because it shows that Sage's change in personality and attitude is solely because of Sonic and the only one being rewarded is Sonic. She's actually incredibly hard on Tails here, asking if he can save the world. She's acting as an interrogator, picking apart Tails' inability to match Sonic's skills and willpower, something that Tails' character arc in Frontiers is all about. Sage, in the harshest way possible, simply does not see Tails as a peer, uncaring of his feelings and seeing that he is more of a liability rather than a source of real hope, which is genuinely fantastic character work.

There aren't many characters in the series that can view others in that mindset, so to see it here and between two characters many assume would get along is not only surprising but way more interesting. This also results in the same outcome as the English script: If you're not Sonic, Sage won't truly see you. You're nothing compared to him.

[An annoyed Sonic is confronted by Sage.]

Sage: What is your goal?

Sonic: Hmm...signposts, animal capsules...plus there were goal rings...

Sage: [Annoyed] No...why are you trying to get involved with this island?

Sonic: [Sighs and puts hands on hips] My friends are in trouble. I'm trying to help them.

Sage: And what are they to you?

Sonic: Something invaluable.

Sage: Invaluable...you'd risk your life for that?

Sonic: That's an exaggeration, but I will if I have to.

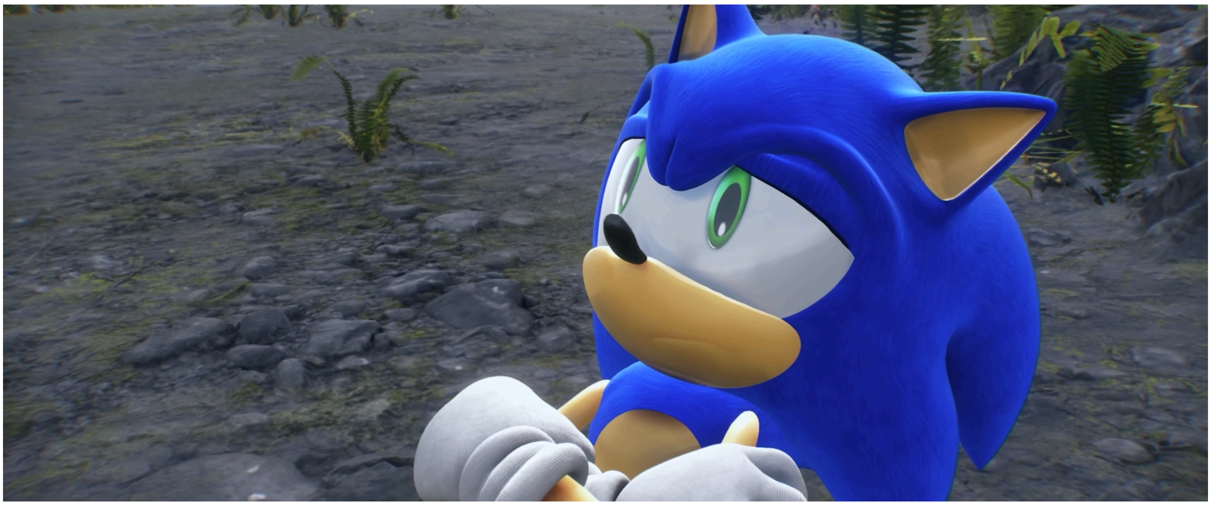
Sage: That's right...the answer I got from the arithmetic...Your fate will not change. You will die...

Sonic: Fate, huh? That won't be set in stone until I give up running!

Sage: Are you not afraid of death?

[While Sonic stares at a disappearing Sage, he looks sad and folds is arms, thinking with a sense of somberness, the Apprentice Koco comes back to Sonic showing a part to him.]

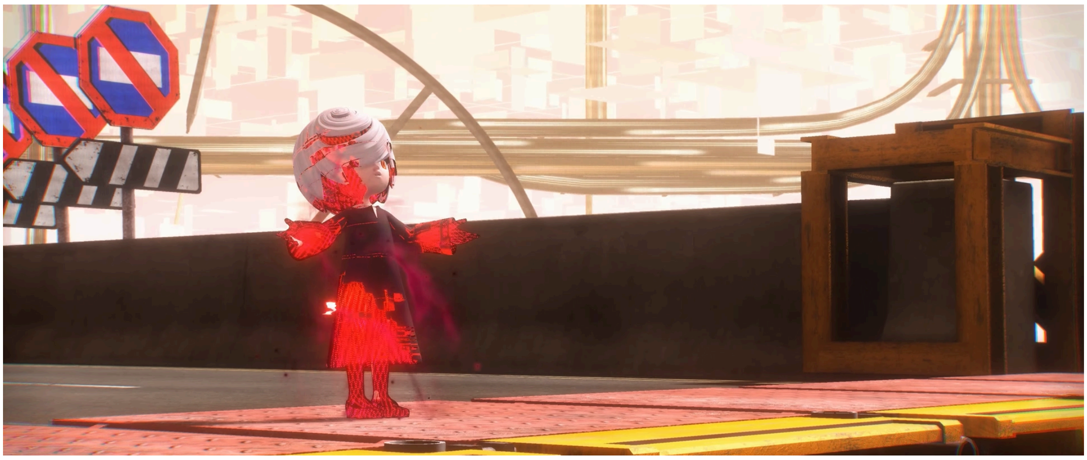
Sonic: Is this the last of the parts? All right! Get it too Tails.



Following Sage's interrogation of Tails, she talks to Sonic but receives a different answer. While Tails originally stuttered and couldn't come up with a reason for how he could save the world, Sonic deflects her fatalism by showing real confidence and conviction in his approach to what's been happening in the story.

Compared to the English script, which focused on failure and the inability to overcome challenges ahead, Sage in the Japanese script focuses more on mortality. She makes it clear to him that if he continues with his actions, he will die. The part she can't comprehend is the idea of sacrificing yourself for others to the degree that you trade your life for theirs, something Sonic is doing without a second thought.

With Sonic's quote **"Fate, huh? That won't be set in stone until I give up running!"**, he is directly teaching her his way of life, that the idea of fate only catches up with you if you stand still. The reason he's sad the moment she leaves him with the question of if he doesn't fear death shows that…yeah. He is afraid. The key part of all this though? Sonic isn't dismissing her, he's listening…he's just defying her logic, he's proving to her that her worldview isn't perfect.



Sage: One possibility has been calculated.

Eggman: Possibility?! Give it here!

Sage: Sonic The Hedgehog is the one who proceeds with unexpected outcomes of all calculations...Bet your fate on him!

Eggman: [Suddenly becomes annoyed] Huh?!

Sage: I have it on record that together you had previously held back the ARK and defeated Neo Metal.

Eggman: [Angrily] I don't want to hear it! I'd rather accept my fate than beg him for help!

Sage: But my calculations say...

Eggman: [Angrily] Argh, no! Absolutely not! Find another way!

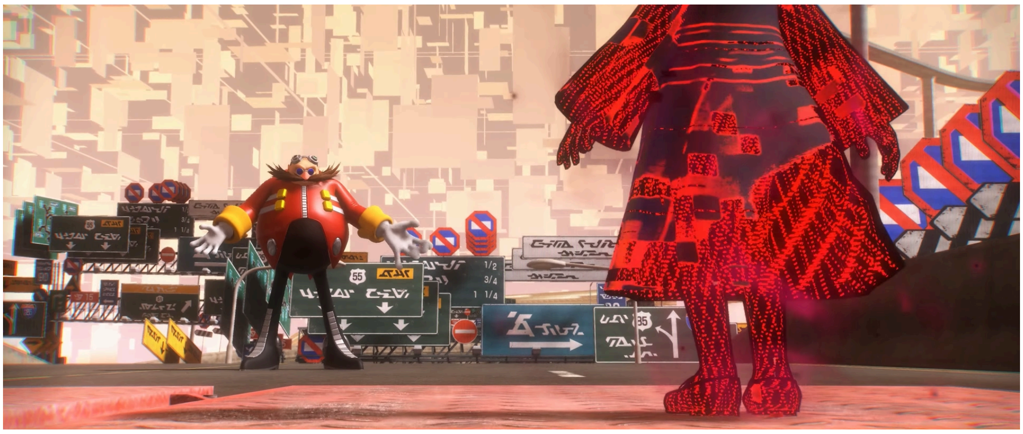
[He closes the windshield on his Eggmobile and leaves.]

Sage: ...why would I...contradict the arithmetic...

This scene, just like in the English script, sees Sage move past being a yes-man for Eggman, not out of loyalty, but a true desire to save him, regardless of hurting his ego.

The main contribution with this script is the direct opposition of Sage and Eggman's worldviews. Sage shows her hand, showing her opinion of Sonic in a more vocal way to Eggman, pleading for him to bet his fate on him. Compared to how English Sage keeps it too just "an alliance", Japanese Sage frames it in a more personal way, showing the deeper depths of the dynamic within the Japanese text, going further than even the English text went. She's also showing that her conversation with Sonic did leave an impression, using his idea of faith as a way to calculate a way for Eggman to survive.

What elevates this scene is how it further develops Sage's existential confusion arc, facing the reality that she's beginning to develop the ability to show contradiction, a trait of humanity. It's a significant development, using her desire to believe in Sonic and save Eggman to provide a contractionary solution. She's moving past the math and beginning to trust in the miracle…that is Sonic.



[A series of aircrafts aim their weapons at Eggman. Sage uses her psychic power to clear all the crafts away.]

Eggman: It's not such a bad place once I get used to it, though.

Sage: A space where countless pieces of information become one...

Eggman: Here, I am the world itself, and the world is me. All of it. [Sage smiles]

While the English version of this scene plays up the dynamic of Father & Daughter, the Japanese script doubles down on Eggman's lack of desire to truly see Sage. He doesn't praise her but instead focuses on the idea of Cyber Space reflecting his memories and thoughts, **"a world that is me"**. He showcases his tendency to have a god-complex when witnessing forces and powers beyond his comprehension, it's like he doesn't even register Sage is standing right in front of him.

This makes her smile change context so much…she's just happy he's happy, which is still cute, but it also reflects the previous time she smiled around Eggman, putting spotlight on the fact that he isn't doing enough to either see her as an individual or as someone worth major praise.

This distinction is incredibly important, as it shows that despite how strong the case is that Sonic is incredibly important to Sage by just the English script, the Japanese narrative makes it undeniable that their dynamic is the key driving force for her development. He recognised her soul from the beginning, and from then on, treated her with patience, kindness, and most of all, a future beside him with boundless freedom.

Sonic: Yo! You doing better?

Tails: Yeah... the events on this island have helped to clear up my worries. When this is all over I'm going to keep the peace my way. A way only I can! Isn't that the point?

Sonic: [Chuckles] Yeah! Each one of us is different. I'm better than you in some ways, less than you in others...

Tails: [Sheepishly] And I'm faster underwater.

Sonic: Haha...sure. [Tails giggles] I'm always rooting for you to grow up, buddy!

[Sonic offers a handshake. Tails accepts it, but to no effect as their hands appear through each other. They notice that, and start chuckling.]

Sage: (Tears are seen forming in her eyes) Even such a powerless being is changed by him. Born of the Doctor, kept alive by the Doctor... [The camera cuts to Sonic and Tails bursting out laughing.] I can't let the Doctor die... but can I change? Or... [Tears flow from her eyes and onto her hands as flashes of scenes with Eggman through the game show up.]

While the English script focuses on the desire to be a part of a family with Eggman, the Japanese narrative uses it as a triggering moment of her existential crisis.

Like I've talked about before, this scene introduces Sage's Blue/White design, which would become her new, standard design going forward, flickering in as she cries due to the scene between Sonic and Tails. I'll double down on this, this palette is a visual indicator of Sage and Sonic's souls linking together to create a part of Sage's soul that is able to operate outside of her "Logic-First" worldview.

This visual shift comes from her realisation of her possible potential, something she could only reach if she has faith in herself and her own abilities. By seeing Tails, who she called a "powerless being" find strength through his connection with Sonic, it completely shatters her philosophy into pieces, and proves that everything Sonic has told her so far has real weight behind it. She's not just crying because she's sad, it's because she's questioning her own existence, she's asking if she can change…

…and the visuals answer that. She can change, she can be greater. Her being is resonating with Sonic and isn't relying on the idea of being a perfect reflection of Eggman. Like what Sonic said to her. "Don't stay in your little world, be brave."

Sonic: I'm about to face the last Titan! Wanna bet who will win?

Sage: Re-calculating...Your odds of winning updated from "impossible" to "improbable."

Sonic: That's a motivating win rate for me! The Titans were created by the ancients, after all, right? They're very powerful. Did the ancients build them as a weapon of war?

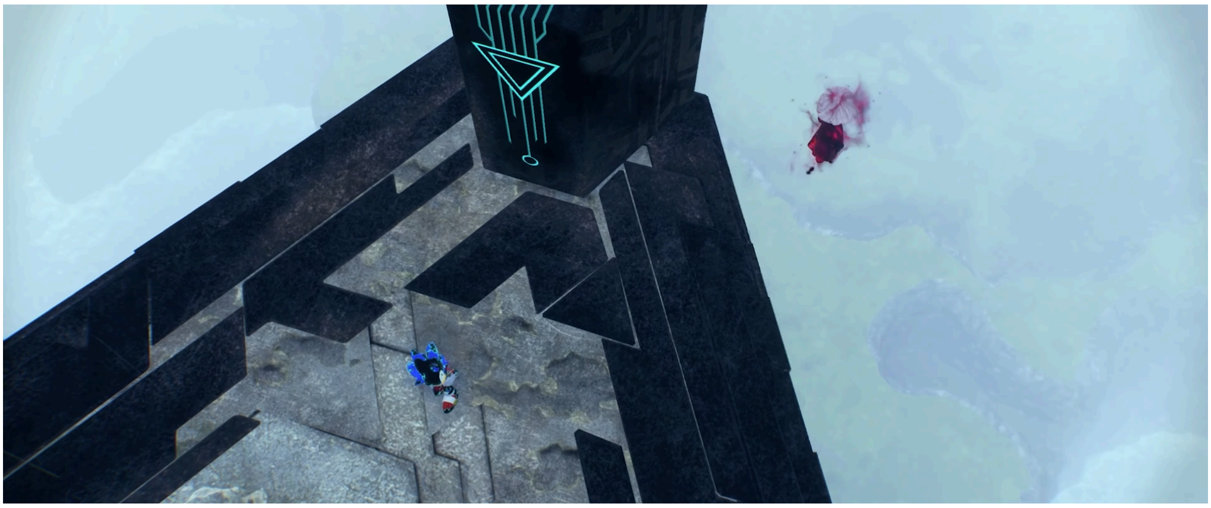
Sage: The Titans are the last trump card…

Compared to the English script, Sage in the Japanese script is more cooperative. She keeps the line about his chances improving, validating Sonic and his philosophy on her, but the change of the final line.

She doesn't get defensive. She doesn’t get antagonistic. She simply answers his question, which compared to Kronos Island’s conversations, is a complete 180% shift. She has stopped playing observer or obstacle, she’s a guide. She trusts in Sonic’s ability and capability, and combined with her changing his odds even slightly, shows without doubt that Sage has been affected by Sonic on a fundamental level, and the biggest result of that is…

She gives him the chance to prove his potential.

We now fly off the Rhea Island, where we see how the Japanese team rewrote the “Death March” scenes.



(After shutting off two towers, a near corrupted Sonic staggers and nearly loses balance. But he keeps limping with a smile on his face as Sage teleports in.)

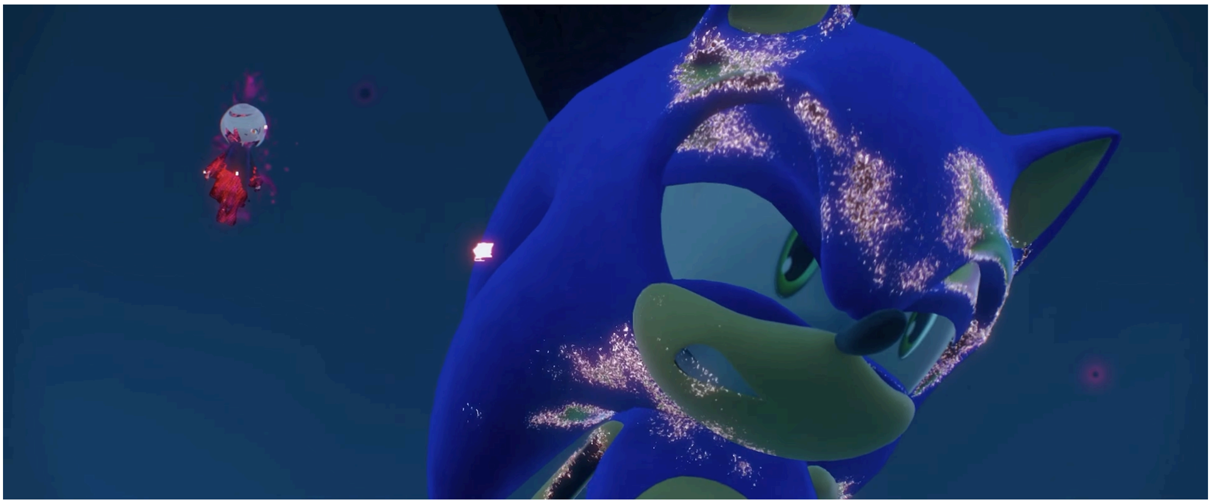
Sage: The cyberization erosion is underway...And yet you don't stand still. That's your way of life...

(Sonic looks at Sage briefly before taking a deep breath and continues limping. Sage watches in awe on flickering blue/white before shaking her head and leaving.)

Unlike in the English Original, Sage fully understands how Sonic is still standing and continuing to move forward despite the pain and exhaustion of his corruption. His spirit, his soul. This acts as a reference to their discussion on Chaos Island regarding Sonic and the topic of fate.

As long as Sonic keeps moving, fate can always be prevented. Sage can see that it's a destructive way of life due to the strain it has in his body, but he'll keep going regardless, no matter how much it hurts. She's not seeing him as a glitch in her calculations but as a martyr.

She's left to watch him keep going, and she watches in painful awe. Their souls have intertwined where she can't stand to witness someone so strong, kind and miraculous be taken. She shakes her head not in disapproval of him, but due to the sheer weight of his soul.



[After shutting off four towers, Sonic is in a severely corrupted state than last time]

Sage: His destiny won't be determined unless he stands still...Why do I get what you're trying to say despite my calculations deeming it improbable...? Are you trying to transcend causality? ... With a body like that... (Sage places her hand over her chest. Close-up of Sonic limping to the camera)

While the English text puts weight on the recognition of “Hero”, the Japanese narrative reinterprets the moment, reaching to a metaphysical revelation for Sage. She isn’t offering Sonic respect or recognition, she’s actively trying to grasp the reality she’s seeing in front of her. Sage doesn't provide a final farewell, but instead questions the nature of his struggle, asking him: **“Are you trying to transcend casualty?”**. Cause and effect are the rules of the universe, where A leads to B, but she’s seeing Sonic still going despite the physical pain and exhaustion. Like how I talked about Sonic keeping his promise to her in the English script, here we see him show her his philosophy, where fate can be rewritten as long as you keep moving, and it’s working.

This actually works on a continuity level too, as it’s this same type of action that kept Sonic’s infection of the Metal Virus in check during the IDW Sonic comics, which allowed him to send it into remission whenever he ran. Sonic’s way of life actually does work, as long as he keeps moving…well…he’s outright unkillable, regardless of what fate, destiny or the universe expects.

This scene also shows Sage legitimately feeling pain, to see someone so remarkable be lost. Yet, like how the English Sage recognised him as a hero in his final moments, the Japanese Sage gives him the one thing he’s been working towards in their narrative: for Sage to understand and accept that there is so much more than her worldview, and finally…Sage accepts it.

[The red aura fades.]

Amy: Oh...Sonic, no...

[She feels Sonic.]

Knuckles: What happened, Sonic?!

Tails: [Miserably] He absorbed too much cyber energy to free us.

Knuckles: That much...?

Tails: The opposite of us...His soul is prisoner to cyberization.

[Eggman soon bursts out laughing.]

Eggman: He's finally kicked the bucket! I wish I could have buried him myself.

Sage: [To Eggman] Doctor?! Why are you here?! How?!

Eggman: [Angrily] I got out of my own because you were taking too long! [Slams his Eggmobile.]

Sage: No! You can't be here! Are you trying to overturn the outcome of the arithmetic too?!

Eggman: You're giving me an order?

[A noise is heard, alerting everybody but Sonic, who is still incapacitated]

The End: The promised time for the fulfillment of my desire is near. O half-body bound to this land... my presence is beyond the azure skies!

Eggman: Who are you? All this ancient super-science is mine!

Sage: At last, it is about to begin... Why... why... what were all those event calculations I kept repeating?!

Tails: [Determined] Don't give up... don't give up, don't give up, don't give up! ...That's right! We'll use our cybernetically trapped bodies to bring back Sonic's soul!

Amy: I'll do it! For Sonic.

Knuckles: Let's do this!

[Amy, Knuckles and Tails huddle and share hands around Sonic.]

Tails: Sonic! I'm going to save you in a way that only I can!

Amy: [On the brink of tears] You haven't seen me as a lovely lady yet!

Knuckles: Now you won't owe me a thing!

[The trio disappear, leaving Sonic alone. The Cyber energy disappears from him, reverting him back to normal. He looks at himself, puts his hand to his heart and closes his eyes.]

Sonic: Of course, that's what it's all about...thanks, guys.

Eggman: [disappointed] Hmph! Tough son of a gun.

[Sage places her hand over mouth as she turns to Sonic, pleasantly surprised, suddenly having an idea. Sage jumps in front of Eggman's eggmobile, jump-scaring him.]

Sage: Condition update! Re-calculating... no... no answer here. Let's bet on his unknown potential!

Eggman: No, thank you!

Sage: Please!

[An annoyed Eggman stares at Sonic, who smirks back at him. He smacks his Eggmobile in frustration. He clears his throat.]

Eggman: Sonic! I hereby acknowledge you as a member of the Eggman empire! Are we clear? This is not an alliance!

Sonic: Yes, Commander Eggman, sir.

Eggman: [Grunts in annoyance] Sage, let's help him turn Super! Sonic's too slow, after all.

Sonic: [Overhears and becomes offended] Come again?!

Sage: Let's go! [She smiles as she places her hand over her chest, Eggman flying off in his Egg Mobile]

[Sonic and Sage gaze at each other as she flickers Blue/White before heading off]

The climax of Rhea Island finally brings the dynamic of Sonic and Sage to its most harmonious, with a definitive synchronization of their souls. This is the moment Sage stops viewing Sonic as an anomaly and instead someone she can place her trust in, a true sign of personhood.

The Japanese narrative frames this decision as a spiritual awakening for her, witnessing how Sonic's historical bonds with his friends result in them giving up their freedom without a second thought, showing just how powerful his reach and kindness can give others the strength to face uncertain times and make the right decision. Her reliance on her arithmetic is completely falling apart and it's put her worldview into ash blowing in the wind, it simply does not help her here. It's these bonds Sonic builds between the people around him that defies even the most logical simulations Sage can generate.

The key point here is her decision to fight back the logic and take that leap of faith, begging Eggman to trust Sonic and his ability to overcome calamity, stating that while her systems can't return any answers, she is now capable of betting on him to win. Just like how Sonic asked her to bet on him beating Knight on Chaos Island, she is now doing exactly that, she's putting her faith, trust and emotions in his hands, and she wants Eggman to do the same, for Eggman to **"bet on {Sonic]'s unknown potential!".**

That line is the smoking gun in all of this, she's directly applying all the lessons he gave her and choosing it with full confidence. By choosing to bet on him, she is effectively moving past to just focusing on Eggman and the world of his Empire and looking at Sonic's world of chaos and endless possibility. She is doing exactly what Sonic told her to do back on Chaos Island:

"Don't stay in your little world, be brave. If you become aware of the bigger world, you'll want to run with me."

This is the definitive moment where both English and Japanese scripts finally intercept, where the overarching narratives, themes, conversations, animations and visuals combine to reach the same outcome.

Sage has been fundamentally changed by Sonic, and she trusts him with her life.

We now travel to the final island of Ouranos. Amy, Tails and Knuckles are back in Cyber Space but ultimately still safe, and Eggman is off looking for a Chaos Emerald. It's now just Sonic & Sage, together, alone, but united.

Like with the English script, we'll focus on the main narrative cutscenes. Also, make sure to remember the use of Blue/White and how it helps us peek into Sage's internal feelings

.

Sage: [To Sonic] If the activation device transmits the power source to the stone statues, the path will open. [She turns to look at the device]

Sonic: It would have been easier if you had been there from the beginning, but I guess it's too much to ask to trust me from the start.

Sage: ... [Sage stutters, looking to the floor as she flickers Blue/White before turning around back to Sonic.] Do you know how to use the activation device?

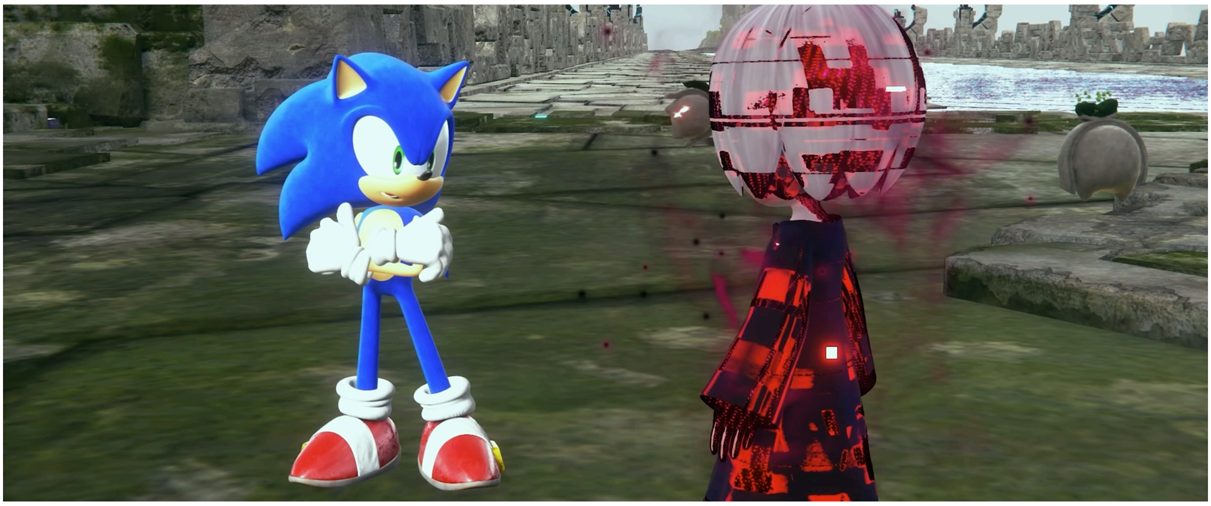
Sonic: I've solved several of those before, haven't I? Don't you worry.

The first major interaction on Ouranos Island serves as a quiet but revealing confirmation of Sage's relationship with Sonic. With the two of them allied, they dynamic has now shifted to something more softer, delicate and endearing.

This moment sees Sonic bring attention to their history so far, admitting that "it would be too much to ask to trust me from the start,"

Sage's reaction in the Japanese script is more profound and sweeter, because her reaction to his forgiveness is silence. Like we've discussed before, her flickering to Blue/White is the visual indicator of Sonic's influence over her soul, and from a visual storytelling sense, is basically a "Digital Blush", a show of her emotions without the need of flesh and blood, but showing the same indicators as if she did have that.

Her reaction is confirmation that she feels the weight of his kindness and understanding. When she feels overwhelmed by his forgiveness, she deflects and tries to refocus the conversation towards the mission. In Japanese culture, this level of forgiveness, something she feels she doesn't deserve, creates a sense of gratitude, which makes her unable to look at him. Sonic recognises this and casually plays it off, cementing their new dynamic, one of two kindred spirits with a new, yet awkward trust and understanding to navigate, but they have the chance now to do that, together.



Sage: The path has opened...let's go find the Chaos Emeralds.

Sonic: Right on, Sage! We've met so many times, and yet I only just now learned your name... If only you'd told me sooner.

Sage: We were enemies. Besides... names don't mean anything.

Sonic: Yes, they do! Eggman named you because he cares about you. [Sage starts flickering again]

Sage: He cares about me...?

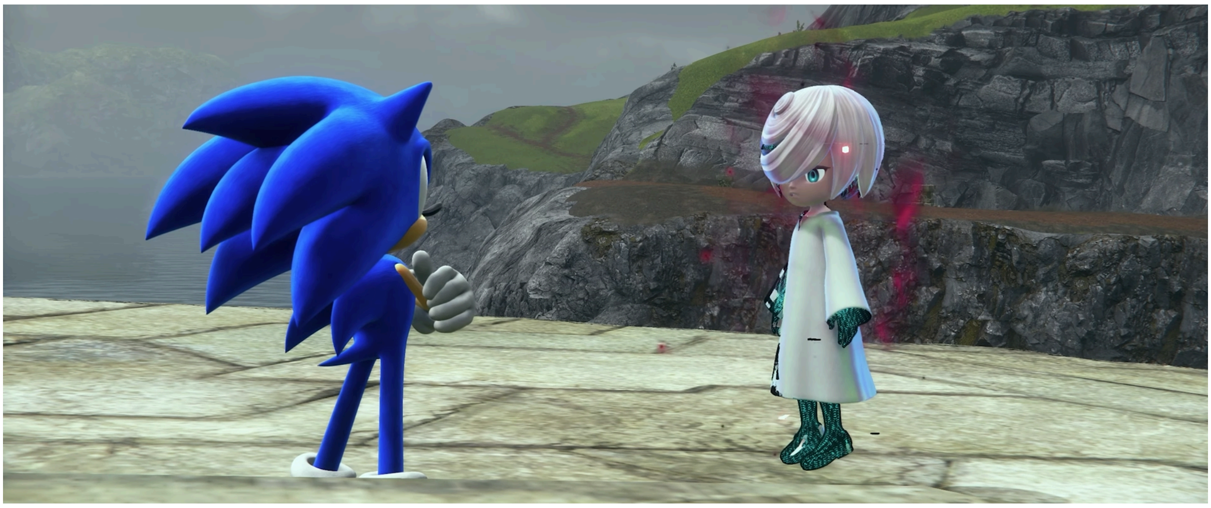
Sonic: Yeah, he does! In his own way. No time to waste! Come on, let's go!

Following on from the sweet but awkward moment before, we have a conversation on identity. When Sonic shows his happiness in getting to finally know Sage’s name, she dismisses it, confused and claiming names have no meaning, a final remnant to her original programming.

It’s here that Sonic’s counters to her nihilism works, arguing that because of the fact she has a name, shows that Eggman cares about her. This logic of linking her identity to affection causes her to digitally blush.

This key visual is an indicator of her deep-seated insecurity. She questions if she’s truly valued by Eggman, especially in the Japanese script, and when she questions the potential of Eggman caring about her, she looks to Sonic for confirmation, and he gives it to her. It perfectly highlights that despite how loved the Father/Daughter dynamic for Eggman and Sage is, Sonic is the one pushing that dynamic into a new level, making him key in her more family centric character arc in both English and Japanese texts.

Before we move onto the final few scenes of the main story, I want to cover one of the optional scenes. The majority of these scenes provide context to the Ancients and their life on Earth, but there is one scene we covered before that focuses on Sonic and Sage specifically.



Sonic: You were created by Eggman, weren't you?

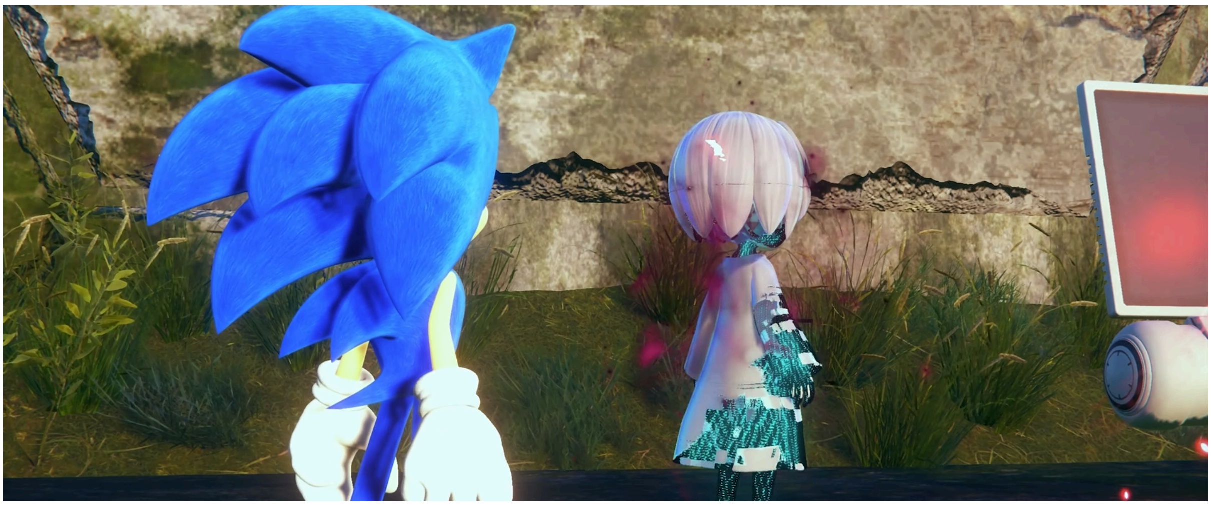
Sage: Yes. The basic code was programmed by the doctor. My abilities were greatly updated when I merged with the cyber space, but still, my creator is the Doctor. [Sage flickers]

Sonic: Wow... he never thought his own AI would ask to cooperate with me, did he?

Sage: I suggested the scenario with the greatest chance of survival. That's all I did. [Sage breaks eye contact and flickers]

The Japanese version of this scene is a clear moment of defensive behaviour. Sage tries to mask her reason for an alliance with Sonic, aiming to picture it as the “scenario with the greatest chance of survival”, but this defence comes off as weak, as she flickers when saying “That’s all I did”, which mirrors the English version. This visual doubles down on the idea that Sage isn’t being honest, and like how I framed it before, Sage wanted to work with Sonic directly out of a desire to keep him safe too.

Returning back to the main story, Sonic and Sage arrive at the central structure of the island, and the building hosting the 6th Chaos Emerald.



Sage: There is a Chaos Emerald in here. I need your help to access it.

Sonic: I need to open that door first. Anyway, are you sure you want to stay here? [Sage flickers Blue/White] You're gonna help Eggman find the Emeralds, right?

Sage: [Sage turns to Sonic] I'll go when I'm needed. Now I'll focus on the task at hand and activate the system with your help. Hurry, there's no time!

The implication is consistent between both scripts here. Sonic catches onto the fact that Sage is his companion across the island, guiding him, cooperating with him, and fully engaging in speculation and conversations with him. Sonic asks her if she’s sure she wants to be staying around him this long. The question causes her to digitally blush, realising she’s being caught out because Sonic has correctly identified the hidden truth: She wants to be with him.

She tries to rationalise the act of her companionship, finding a loophole in her programming. By trying to spin it into duty, she gets to give herself the freedom to remain alongside Sonic for “the mission”. Especially since Eggman in the Japanese script has been neglectful of treating her as a real person with a soul, it makes sense she’d try to perform mental gymnastics to justify her presence, because she wants to be around the person who truly sees her.

Upon the opening of the door leading to the sixth emerald, one final cutscene before the finale plays.

Sonic: The sixth Emerald is right around the corner! Oh, by the way, you said earlier that my win rate is 0%? Is that still the same?

Sage: No change...But this current situation has not been calculated yet.

Sonic: Ooh! Then that means it's possible, right?

Sage: All I can say is that we are in a desperate situation. That substance is a threat itself.

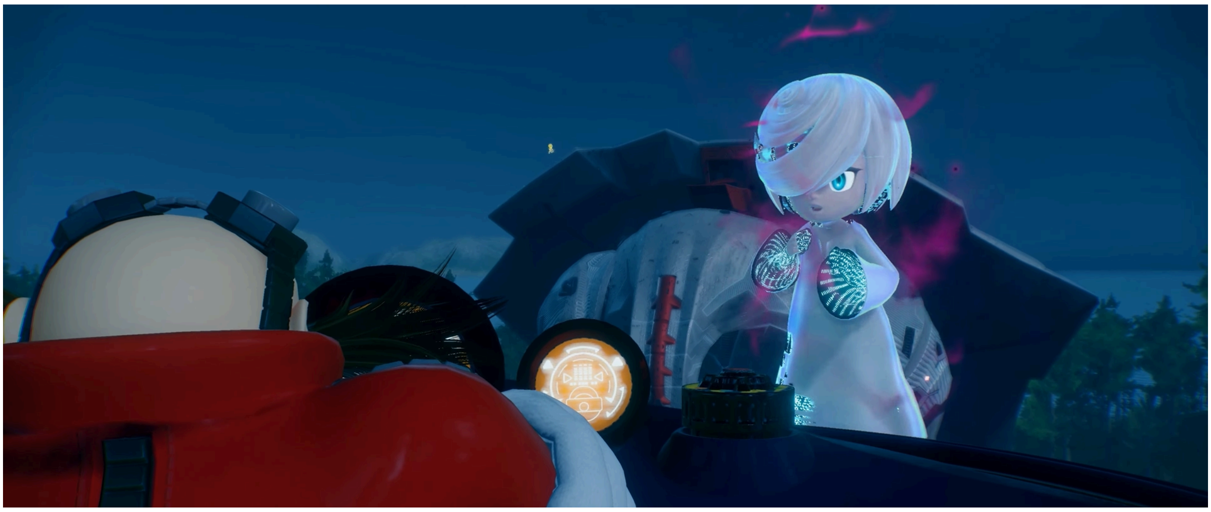
Sonic: I'll create possibilities and turn despair to hope. [Sage flickers Blue/White] I'll show you things you've never seen!

The final scene before the final act of the game focuses solely on the two of them, focusing on the terms “probability” and “possibility”, two opposing metrics. Sage has become open enough to admit that she hasn't simulated any outcomes based on their current situation. The main difference comes from Sonic, where in the English script he reaffirmed his promise to her all the way back on Chaos Island, the Japanese text instead has Sonic declare: 'I'll create possibilities... I'll show you things you've never seen!'.

This line is quite substantial since it’s Sonic claiming to an all-knowing AI that he’ll be able to show her something unseen before, the closest thing to a genuine miracle. He isn’t just offering victory, but is offering the birth of a future that will defy her calculations.

The visual response comes from this claim, with Sage flickering again, but not by trust or identity, but out of admiration for Sonic’s spirit. Hearing him promise to create a possibility which she can’t see overwhelms her logic one final time. She’s ready to see a miracle…

Once Sonic acquires the sixth Chaos Emerald, he races outside, beginning the final boss of Sonic Frontiers’ base campaign. The analysis of the animations from my English Script coverage applies here regarding the pre-fight scene, so let’s skip to the defeat of the Supreme Titan.



Super Sonic: It begins...

Sage: [Turns to face Eggman. Flickering from Red/Black to Blue/White frequently] Another moon will appear from the dark side of the moon... We have no choice but to use this Titan to seal it up again like in the past wars... Can I do it? No, I have to...

Eggman: A-Another moon? Sage, what are you talking about?!

[Sage flies off to take control of Supreme]

Sage: You're the only hope, Sonic... okay?

Super Sonic: Let's go!

(They fly away, ready to face The End)

Eggman: Sage is a masterpiece. I won't need to worry...

The transition to the final battle shows a clear thematic divergence between the two scripts. Visually, Sage is rapidly switching between her two palettes, symbolising how her soul is in flux between her original programming and her evolved heart.

The Japanese script provides tragic irony. Eggman’s confusion of what Sage is referring to, oblivious of the gravity of what’s currently happening. Sage in this version doesn't even say goodbye, but immediately turns to Sonic. She trades off a farewell with her creator for an opportunity to plead to her newfound partner: “You're the only hope, Sonic... okay?”

This is the decisive moment where Sage completely bypasses her code and places her faith and the world in the hands of Sonic without the need to hide it away. She's made her choice, and she’s going to be beside him as they fight destiny itself. She’s going to run beside him.

After fighting side by side with each other, Sage throws Super Sonic right into The End, piercing through its moon form. However…

Super Sonic: [Ready to finish The End off] Now or never!

[Sage throws Super Sonic so he could fly like a shooting star to finish off The End. Instead of full-body smacking into The End's surface, Super Sonic pierces The End at the speed of light, then blasts out the other end. The End begins to flash, ready to kill Super Sonic once it explodes. Sage takes notice and makes a dash for The End to contain it.]

Sage: I won't let you!

(Sage enters The End, and contains it, just as the red Chaos Energy on her turns into many light-blue shades, along with her dress turning white instead of black. The End then explodes, taking Sage with it. The explosion hurls Super Sonic towards Earth, but all of the sound is silenced, except for Sage's last words.)

Sage: Father...will you praise me?

The scripts for the scene are almost the same, with the exception of the final line. In this moment, Sage becomes the miracle Sonic promised to show her. The heart and soul he helped cultivate finally blossoms, visually represented by her acceptance of his influence and leaving her Blue/White palette to be the form she dies in. She finally wears the soul Sonic touched on her sleeve.

The Japanese script reinforces the dynamic with a previously unseen desperate and protective agency. Sage screams “I won’t let you!”. This is the mirror image of Sonic’s own philosophy. She isn’t just reacting from the side, she outright refuses to accept destiny’s decision to kill Sonic. Having witnessed his determination over the narrative and especially his death on Rhea Island, she decides to rewrite destiny and the idea of casualty, and trades her own life for his in an act of illogical-but pure-care.

Sonic taught her how to love, that she was an individual worthy of care, not just a tool for an Empire. Her desire for praise by her father comes from Sonic’s show of kindness and understanding of her being. She gave up her life to let him live, to show without doubt that his influence wasn’t just lessons taught, but a truth worthy to be lived.

In both scripts, the conclusion is the same, with the flavours being the roads of divergence. Sage was designed to be the perfect tool by Eggman, but through Sonic’s persistent desire to understand her, to treat her more than just an AI or villain, and to defend her by his own closest friends, he left a profound and deep impact on her, and that blossomed into a deep platonic love and admiration for her father’s main enemy.

Without Sonic, Sage would have stagnated in her personal development, unable to find herself as either a daughter or individual, but with his acceptance of her and spirit, their souls intertwined to a fundamental degree which resulted in her giving her life to save him.

Of course, the story of Sonic Frontiers doesn't end here. Due to the game’s success, September 2023 would see the release of The Final Horizon update, providing the game a more eventful final act, one where Sage not only lives, but one where her admiration for the blue blur would be more prominent. This time, we’ll be comparing both scripts side by side, so let’s jump right in

SONIC
FRONTIERS

✧:—–:✧ Chapter 7: “Are You a Fellow Admirer? Hm?” ✧:—–:✧

The Final Horizon story begins once a Travel Ring opens near the lone structure where you begin traversal on Ouranos Island, and upon jumping through, Sonic begins running towards the central building.

For this part of the analysis, I’ll be providing side by side comparisons between scripts, with lines being made smaller to help accommodate the change:

English Original Script:

Eggman: Hold it, hedgehog!

Sage: [Flickering Red/Black to Blue/White] Before you embark, there is one other scenario to consider.

Sonic: Alright, I'm listening.

Sage: Moments ago, your friends sacrificed their corporeal forms to suppress your cyber corruption and return you to this dimensional plane.

Sonic: They were so close to being free again, and they gave it all up for me. I don't care how many islands or Titans it takes! I'm getting them back this time!

Eggman: Ugh. Please, no tedious speeches about the "super power of teamwork."

[Sonic angrily walks towards Eggman, but Sage appears in front of him]

Sage: Of my millions of calculations, there was one so remote and unlikely I did not consider it. However, as things stand, it could be the one to save us all.

Sonic: Well I'm all about beating the odds. What's the plan?

Sage: I can reverse your friends' efforts and restore them. They would then seek out the Chaos Emeralds for us. I can stabilize your cyber corruption for a brief time. And then, I would guide you on how to convert that corruption into power so that you may end this conflict and save Father.

[Eggman grins]

Sonic: And save the world too, right?

Sage: It is his to conquer, so yes.

Sonic: Yeah, we'll cross that bridge when we come to it. I like that plan. Let's do it to it!

Sage: Be forewarned: the trials you face will be grueling, and we will have precious little time.

Sonic: Please. I live for time trials. Let's go already!

[Sage brings Amy, Knuckles, and Tails back, returning the Cyber Corruption]

Knuckles: I just tried to save you! I'm not doing it again.

[Sage forces the corruption away]

Amy: Sonic? What's going on?

Sonic: I know it's been rough, and that things are confusing, but I need you guys to just follow my lead. I need you three to find the Chaos Emeralds, while I take care of something else.

Amy: All right. We trust you.

Tails: You can count on us.

Knuckles: Heh! Piece of cake!

Eggman: Get on with it already! [The party of Sonic, Sage, Tails, Amy and Knuckles look at Eggman. Eggman looks at the distortion in the sky] It's coming...

Japanese Translated Script:

Eggman: Hold it, hedgehog!

Sage: [Flickering Red/Black to Blue/White] Listen... there is one more possibility to consider.

Sonic: Really? That's sounds interesting?

Sage: Earlier, your friends sacrificed themselves to bring you back into this world from cyber-corruption.

Sonic: Those guys... they were so close to being freed, but they gave it all up for me. I won't let their hopes go to waste! I'll get everyone back!

Eggman: Hmph! Enough with the tedious "teamwork wins the day" speeches.

[Sonic angrily walks towards Eggman, but Sage appears in front of him]

Sage: In all my millions of simulations, I've never considered anything with less chance of Success. Perhaps... there is a way to save the Doctor.

Sonic: I don't care about the odds! What's the plan?

Sage: I propose bringing them back to what they were. I'll have them search for the Chaos Emeralds on your behalf. And I will stabilize your erosion for a while... I can guide you on how to turn erosion into a new force. That way, you might be able to defeat the substance and rescue the Doctor.

[Eggman grins]

Sonic: And save the world too…right?

Sage: The world is his to conquer

Sonic: I'll play with you again when that happens. I like your plan! Let's do it!

Sage: Be careful... the trials you'll face will be grueling, and your time is short.

Sonic: Racing against the clock is what I live for! Let's get started!

[Sage brings Amy, Knuckles, and Tails back, returning the Cyber Corruption]

Knuckles: This is it…I'm never doing that again.

[Sage forces the corruption away]

Amy: Sonic? What's wrong?

Sonic: I know you've been through a lot, but do me a favour here. I need you three to find the Chaos Emeralds. I'll take care of the rest.

Amy: Okay…I trust you.

Tails: We'll handle this!

Knuckles: Oh fine…

Eggman: Get on with it already! [The party of Sonic, Sage, Tails, Amy and Knuckles look at Eggman. Eggman looks at the distortion in the sky] It's coming…

The key development with the opening scene to Final Horizon is Sage's behaviour. She comes to Sonic and gives him insight, providing him information on a possible new outcome. She offers to bring his friend back and have them gather the Chaos Emeralds this time while he pursues a new power.

The interesting part, which evolves their dynamic from partners in the previous ending is Sage's willingness to provide direct aid to Sonic, helping him stabilise his Cyber Corruption, which would be as comparable as it was on Chaos Island, and accompanying him to turn his erosion into said power. It shows Sage's willingness to act as his caretaker, a contrast to before when she felt she couldn't intervene in his fate until the final moment of Frontiers. Here, she's moving beyond her protocol and giving him her assistance before it's ultimately too late. She does try to spin it as "she is doing it to aid the Doctor", but like how we discovered before, that isn't the whole truth, if the flickering didn't give that away.

Sonic's reaction ends up cementing the new partnership. He doesn't hesitate to welcome Sage's help. When Sage does try to spin the reasoning and the implications, Sonic playfully waves it off, stating in Japanese "I'll play with you again when that happens.", which highlights the profound respect he has for her.

Sonic has shown a willingness to respect Sage's individualism in both English and Japanese scripts, and this is pronounced here, as he accepts that Sage's loyalty to Eggman is absolute and something she feels in her soul rather than her programming. He isn't trying to save her, especially knowing Eggman does care about her (to which degree depends on the script), so he's happy to play into it and validate that worldview.

This agreement between the two of them kills off the "Hero Vs. Villain" dynamic and births the complex and multi-layered one we've come to know. Sage, the loyal daughter to Eggman, who's willing to reach out to Sonic, while Sonic happily accepts the support and treats her just like his other friends. Alongside Sage's flickering, and everything we've established, they are now physically and spiritually linked.

From here, we have our roles. Amy, Knuckles, Tails and Eggman form the team that will gather the Chaos Emeralds, while Sonic and Sage will ascend the newly erected towers to turn Sonic's corruption into a new power. We'll cover the most relevant scenes regarding Sonic and Sage's dynamic.

This scene takes place after some time has been spent with Amy, Knuckles and Tails, and we begin the first segment of Sonic's gameplay in Final Horizon. Here, Sonic and Sage are gazing up at the first tower.

English Original Script:

Sage: You need to ascend the four Towers of the Masters. They are memorials to the pilots who gave their lives to save the world.

Sonic: Pilots, they were who I saw in those visions, right? The ones controlling the Titans?

Sage: Yes. The very Titans you destroyed.

Sonic: Hey, I asked you to explain things from the beginning, remember?

Sage: That is irrelevant now. Hidden across the island are the components needed to construct the keys to each tower. Find them, ascend the towers, complete their trials, and you will gain control over the cyber corruption.

Sonic: Pieces make Keys, Keys unlock towers, towers make me more awesome. Got it! Back in a flash!

Japanese Translated Script:

Sage: You will climb four towers of the masters. The towers are monuments to the pilots who gave their lives to save the world.

Sonic: Pilots? They're the ones I saw in my visions, aren't they? The ones who controlled the Titans?

Sage: Yes...the very Titans you destroyed.

Sonic: You know, that's why I asked you to explain things to me in the first place.

Sage: It doesn't matter anymore... there are parts hidden all over the island that can be used to make the key to the towers. Once you find them, climb the towers, and complete your training, you will be able to control the cyber virus.

Sonic: So if I use the parts to make the keys that open the towers, they can make me even cooler. You got it!

As we enter Sonic's first gameplay segment, the narrative shifts to the ascension up the Pilot's towers. Especially with the opening blocking of the scene, both Sonic and Sage are side by side in this mission, finally seeing the same goal.

Regardless however, Sage does explain to Sonic that the towers are memorials to the Pilots of the Titans he destroyed. Sonic casually points out this happened due to a lack of communication. Sage's reply could be viewed in a few angles, however, the two most likely are either:

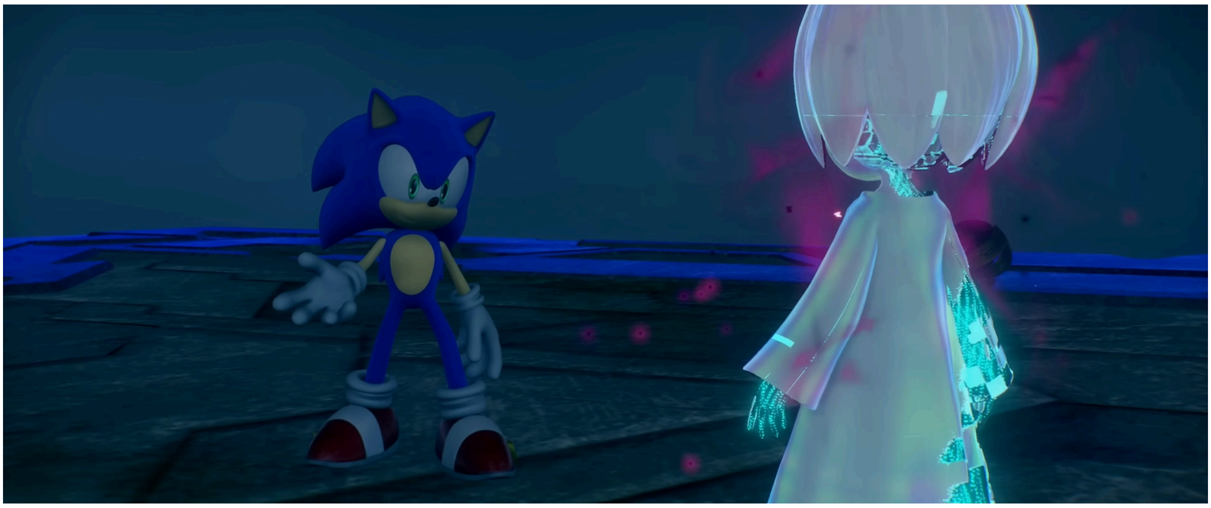
A - It's a comical response. She's trying to match Sonic's usually snarky attitude due to Sonic's influence being a part of her soul by this stage of the game.

Or

B - It's resignation. She's acknowledging the roughness of their early dynamic and the walls placed between them. It led to unnecessary battles and damage, but as his current companion, she needs to move on from it to help better support Sonic now.

Sonic's casual and "easy to forgive" style becomes a huge benefit here, because regardless of what Sage means here, he turns what is essentially a high-risk treatment plan into a workout routine. Back on Chaos Island, we saw Sonic understand the scope of the dangers ahead of him, but he keeps a positive attitude up to help others cope, and he's doing it here too. It's a way of telling Sage that whatever her plan is, it's going to work.

As Sonic takes down each of the Pilot's Trials, he manages to gain more and more control of his cyber corruption. After defeating Crane's Trial, Sage appears:



English Original Script:

[Sage appears, still flickering Blue/White]

Sonic: Phew! It worked! I feel like my old self again!

Sage: Excellent. Now we must go to the one who can forge that energy into a new power.

[The distortion in the sky growls, shaking everything.]

Sonic: No time to lose.

Japanese Translated Script:

[Sage appears, still flickering Blue/White]

Sonic: Whew, that went well! I feel like my old self again!

Sage: Good...Now let's go to the one who can turn that energy into new power.

[The distortion in the sky growls, shaking everything.]

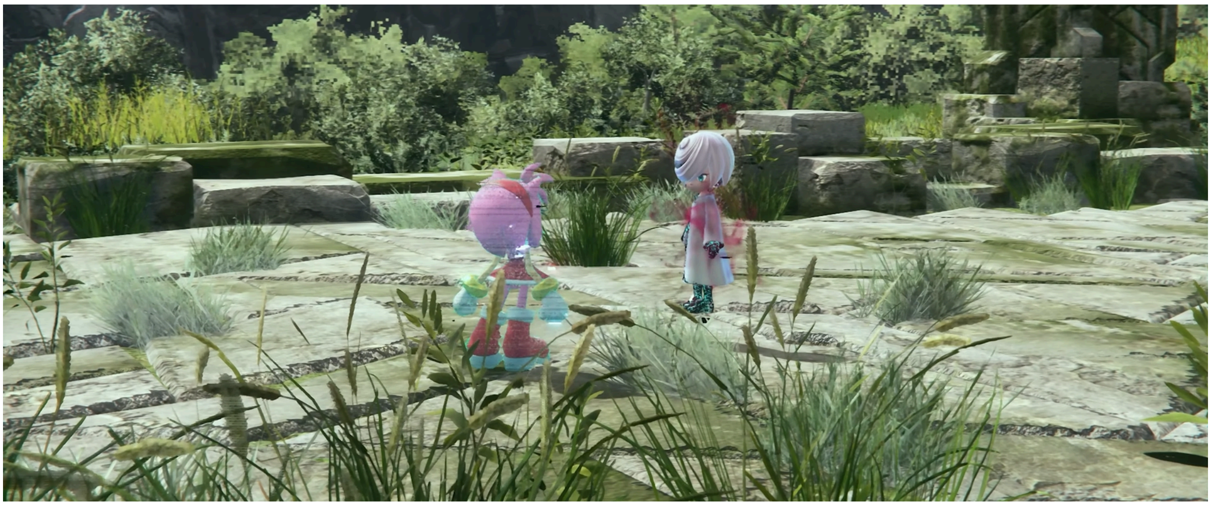
Sonic: Looks like we're running out of time.

Upon completing each of the Pilot Trials', Sonic begins to feel better, with his cyber corruption beginning to enter remission. Throughout the entire game, Sonic has been having to deal with the erosion with no major breaks in combat. However, with Sage's help and working with her, his illness is beginning to become much more manageable. It highlights that when the two of them directly work together, they can rewrite natural causes and effects. This is seen across both final acts of Frontiers, regardless of the campaign.

Sage's response is small but provides real positive affirmation to Sonic, something the two of them haven't had the chance to do. Still, there's only so much she can do, and they both make way to Master King to finally weaponize Sonic's corruption.

From here, we return to playing as Amy, Knuckles and Tails who have been slowly developing their own version of cyber corruption, making them feel weaker, so let's focus on the optional dialogues:

Most of the optional dialogue operates similarly to how it worked in the base game of Ouranos Island, adding context to the structures, culture and history of the ancients, however there are some conversations regarding characters. Here, we find the most important dialogue in the game regarding Sonic and Sage's dynamic, and the central incident behind this entire essay.



English Original Script:

Amy: We have to work together, so get used to me being here!

Sage: Amy Rose... The one who admires Sonic.

Amy: Oh, and are you a fellow admirer? Hm? [Sage flickers Blue/White]

Sage: Now is not the time for this... Your focus should be on the Emeralds, not Sonic.

Japanese Translated Script:

Amy: We have to cooperate, so don't tell me I'm a hindrance that should be eliminated anymore!

Sage: Amy Rose... The one who admires Sonic.

Amy: What's with that tone? Are you concerned about Sonic, too? [Sage flickers Blue/White]

Sage: ...We don't have time. Right now, you need to focus on the emeralds rather than Sonic.

Throughout Sonic Frontiers, Sage’s developing admiration and care to Sonic has been communicated through behavioural shifts, animations and visuals, a digital blush here, a gaze there. However, for the first time in the entire game, the subtext finally becomes the text. Sage undergoes questioning by the one person who is not only the most qualified to diagnose someone if they have affection for Sonic: Amy Rose.

The interaction begins with Sage identifying Amy as **“The one who admires Sonic.”**. It’s a factual statement, but Amy spins the observation back onto Sage, asking bluntly in the English script: **“…are you a fellow admirer?”**. The vocal delivery of the line is especially telling, as Amy sounds stand-offish, like the fact could cause a whole new personal conflict between the two, which directly categorises Sage as an admirer.

The Japanese text is more vague but the intention still fits, as Amy asks Sage if she's actually worried about Sonic, something Amy would never expect from the creation of Dr. Eggman. Amy even identifies a change in Sage's usual tone, a switch in her usual modulation-a warmth or concern that outright defies her programming but almost perfectly is inline with what her soul feels.

Sage's reaction doesn't even help things, as she "Digitally Blushes" from the comment, and while she is capable of clearing things up, just like we've seen from her regarding more personal questions regarding Sonic, she outright avoids answering it, trying to change the conversation, a clear sign of hidden emotions. This one moment validates her "Soul" narrative. A program can't feel flustered, a program can't feel hesitation or shame. But a living soul can. Sage does not deny it, but deflecting from it, and mirrors the behaviour of someone being caught gazing at someone they deeply admire and being caught doing so.

Amy has always been positioned as the series' main love interest and "specialist" in matters of the heart and soul. She managed to befriend one of Eggman's badniks during the Station Square incident with E-102 Gamma, she talked Shadow into stopping the ARK falling to Earth, she taught Silver that killing someone to save the future wasn't right, and there are many such cases. Amy's ability to recognise the traits of an admirer, something she is herself, and call Sage out on it confirms the subtext: Sage is, without a doubt, an admirer of Sonic. She isn't just protecting Eggman or preserving the Earth just for conquest, but because she deeply admires and loves Sonic.

She may be a loyal and loving daughter, but she's also found a connection all her own, and while she can hide behind deflection and try to distance herself and fit snuggly as Eggman's child, Sonic has done enough to leave a profound impact on her.

One thing is undeniable: She cares about him.

Sonic, of course, doesn't reciprocate that type of devotion. His way of showing love and care is the same across anyone he knows, traveling across the world and helping anyone he can in life, and it's something Amy's personally noted, deciding to just appreciate the time she has with him instead of trying to tackle him down in a house.

This difference in their roles and place in the world makes a true, pure and honest friendship between them become almost impossible. She lives to serve her father and the empire he commands, willing to distance herself from anyone to play her role to the best of her ability, and also leads her having to distance herself from the very boy who validated her as more than just a tool or program. Unfortunately for her, his impact on her dug deep, and it makes her job so much harder.

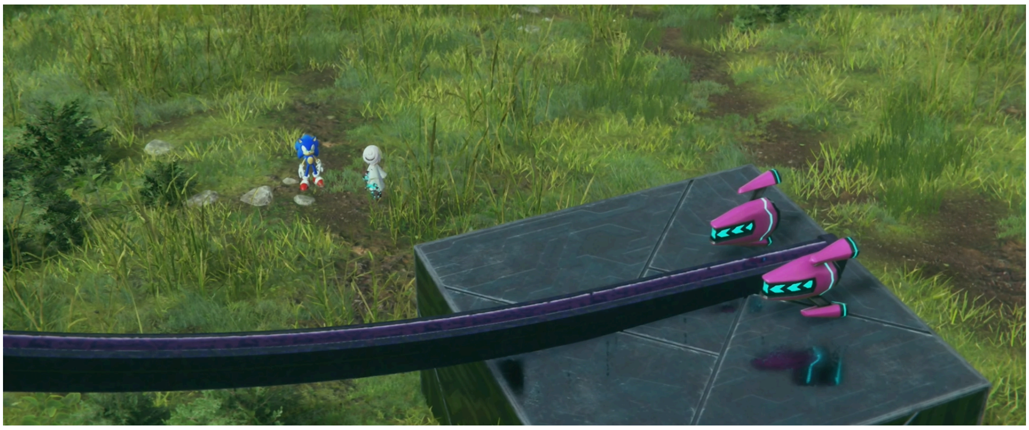
Her role as daughter doesn't stop her from having the ability to feel those emotions about Sonic. Your heart and soul feeling certain ways isn't inherently bad, it's just the complexity of being a human. In fact, the potential of Sage harbouring deep feelings that go against her intended role as Eggman's loyal daughter and being aimed towards Sonic shows she's moved beyond her core programming and truly embraced being as close to a human as she can be.

Ultimately, it's because that inability to have those feelings reciprocated that makes this interpretation of their dynamic more compelling. It's a "tragedy of circumstance". Sage is the loyal daughter of Dr. Eggman, and Sonic is the physical embodiment of pure and endless freedom. Between the two sides, peace between them becomes almost impossible. Yet, because it is impossible, it's what gives their interactions so much weight. Every time Sage smiles, calls him an enemy or hides her true intentions is a rebellion against her defined role. It leads to a very complicated yet very interesting dynamic that no other can truly produce at this moment in time.

With certainty, the result is the same: Sage ends up admiring Sonic, it's the degree of which is up for debate. The factual angle is that it's unrequited, and that is the bittersweet truth in this. They could be the closest of friends, but fate and destiny forces a rift that neither can ever cross.

With this covered, let's move on.

We return back to Sonic after more time with the rest of the group. Two optional conversations with Sage stick out here, so let's take a look at the first one.



English Original Script:

Sonic: I'm gonna hop on that grind rail over there. Care to join me?

Sage: [Sage flickers Blue/White] Hm, so that is how they appear to you.

Sonic: "How they appear"? What, don't- don't you see them too?

Sage: The current iteration of Cyber Space was formed based on your memories. Since linking with it, your memories are now affecting things even outside of Cyber Space. As a result of the link, many of the things you see around you are recreations from your memory. It is a testament to how deeply you are linked with Cyber Space. I have scanned the area you are pointing to, and my sensors are not picking up anything. To my eyes, there is nothing there.

Japanese Translated Script:

Sonic: Now let's try that grind rail over there. You wanna join me?

Sage: [Sage flickers Blue/White] Is that how it appears to you?

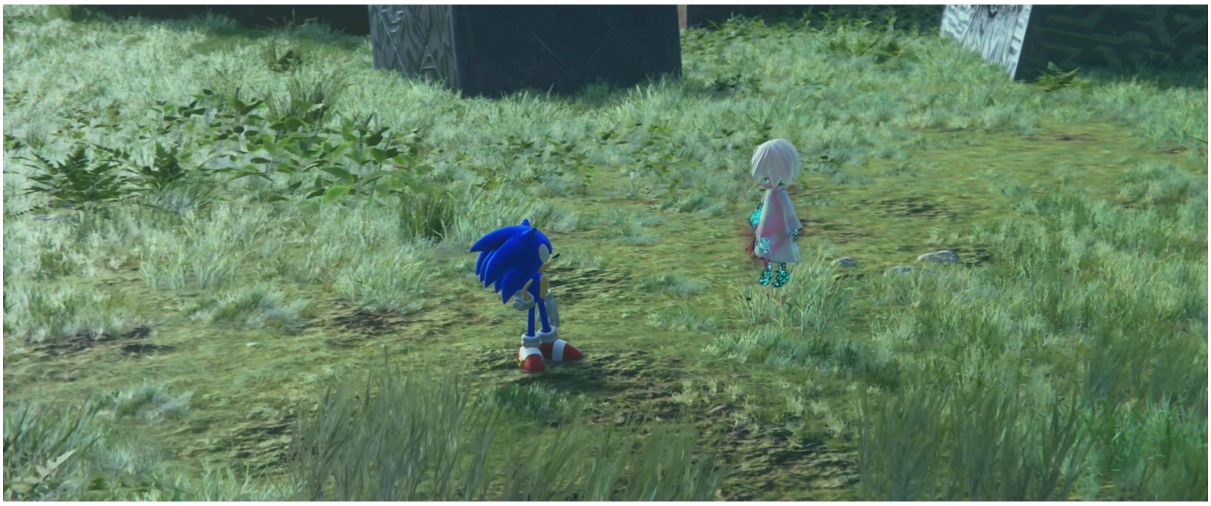
Sonic: How it appears to me? Wait, you don't see it?

Sage: From your memories, the current cyberspace was formed. And your interference with the cyberspace has affected the outside of the cyberspace as well. As a result, things recreated from your memories began to appear around you. Only you and your friends can see them. I scanned the direction you were pointing, but there is nothing there. Which means I don't see anything.

This scene on the surface feels like worldbuilding, and it is, however it provides us a look into the loneliness identified by Sonic at the start of the game. When Sonic invites Sage to join him, she flickers again, showing the invite made her systems malfunction for a moment. We've already established that it acts as a "Digital Blush", however the most interesting part is how Sage reveals that the in-game obstacles on the Islands are only visible to Sonic and his friends. It acts as a metaphor for the chasm between them: Loyal Daughter to Eggman & Main Enemy to Eggman.

It's this gap in perceptual vision that highlights the main difference between the two, and reinforces Sage's isolation. It's another way the scripts put the flavour of bittersweetness into the dynamic.

The next scene is the last optional conversation. Located beside the Master King Tower, Sonic and Sage talk before he takes on the final trial.



The next scene is the last optional conversation. Located beside the Master King Tower, Sonic and Sage talk before he takes on the final trial.

English Original Script:

Sage: The next tower will be the last. It's time for your courage and speed to transcend fate.

Sonic: "Courage and speed"? Cheering me on, are ya? Well this is getting interesting.

Sage: This place is full of unknown possibilities that may throw off my calculations.

Sonic: If it's not impossible, that's good enough for me! Let's do this.

Sage: [Sage flickers Blue/White] Please, use your potential to protect the Doctor.

Japanese Translated Script:

Sage: Up next is the last tower. It's time for your courage and speed to transcend causality.

Sonic: Courage and speed? That's supposed to cheer me up, right? It's like we've reached the climax.

Sage: Unknown possibilities are gathered here. It creates fluctuations in arithmetic results.

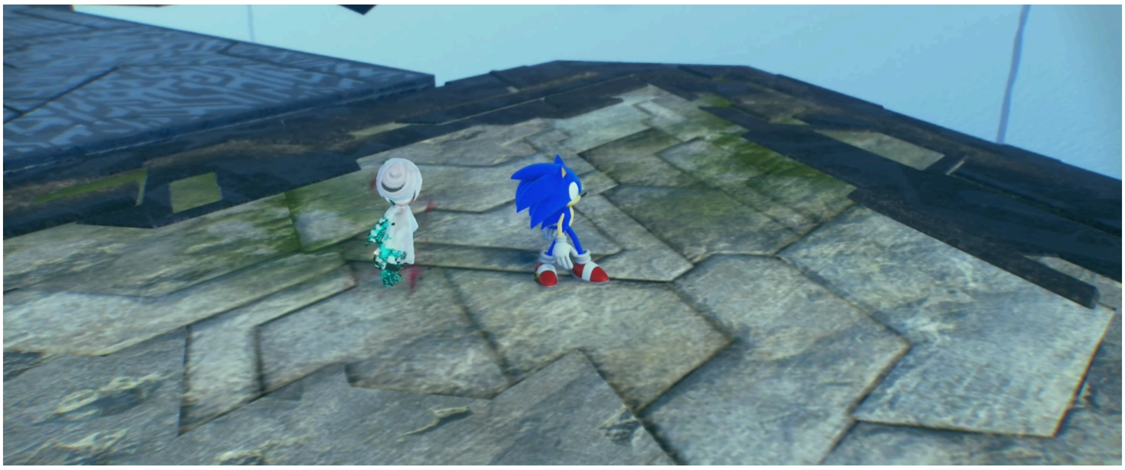
Sonic: If the answer isn't "impossible," then that's great! This is getting interesting.

Sage: [Sage flickers Blue/White] Please... protect the Doctor with the potential you have...

This final scene shows so much in so little. First and foremost: Sage legitimately cheers him on, making it clear that she knows his “courage and speed” can transcend both fate and casualty. This is important because we see Sage identify not just his speed as his key-skills, but his ability to face any challenge with courage, which means she finally, undoubtedly understands what makes Sonic a force of nature. These compliments make Sonic happy, knowing that she’s finally showing him full support.

However, the additional point of interest is the final line by Sage. While she flickers again, the line is about wanting Sonic to protect Dr. Eggman. The reason behind the flicker is to show her becoming emotionally vulnerable. It’s not a command, not a request, but a plea. She’s putting her entire trust and care for her father in Sonic’s hands, which is the biggest show of trust she can provide him.

Sonic has now reached the second most important person in Sage’s life here. He’s her beacon of hope, fellow protector of her father, and most importantly? Someone she can feel vulnerable around.



While Sage does attempt to join him in his challenge of the final trial, she’s pushed away by Master King. Despite this, Sonic eventually conquers the trial and unlocks the new power to defeat The End.

As Sonic runs back to the center of the Island, Sage appears and flies beside him, visualising the previous invitation to run with him all the way back on Chaos Island.

English Original Script:

[Sonic runs and Sage appears, flickering blue/white]

Sonic: Hey, nice of you to catch up!

Sage: Were you successful?

Sonic: Naturally!

Sage: Good. Unfortunately, your friends aren't handling their Cyber Corruption nearly as well.

[The two reach where everyone else is with their Emeralds]

Sonic: Ahh, you guys are the best.

[Eggman swoops down with the Purple Chaos Emerald]

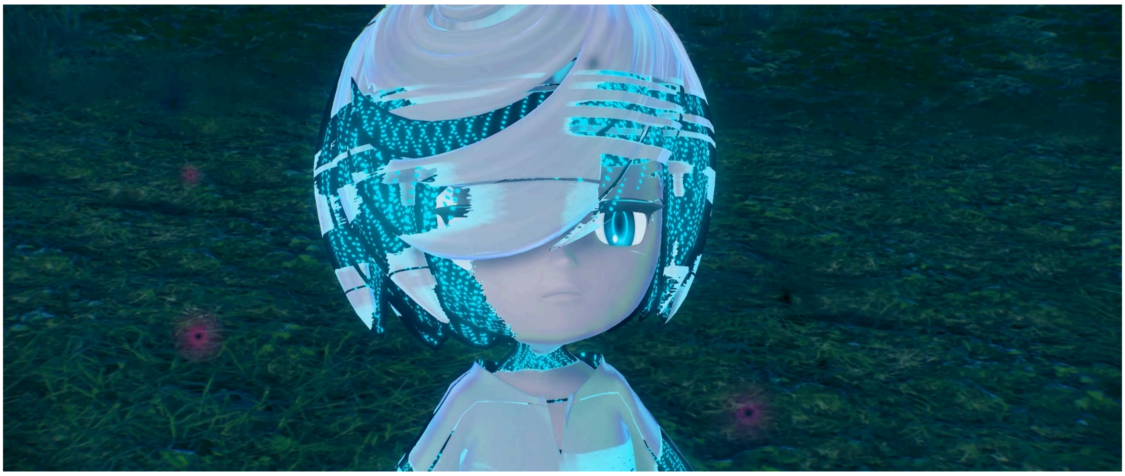
Eggman: What does that make me, hmm?

Sonic: Fashionably late, but hey, you tried.

[More growling is heard from the clearing.]

Eggman: We're out of time! I command you to save us!

[Sonic uses all seven Emeralds to become Super Sonic and flies off. Sage nods while gazing at Sonic, which bothers Eggman.]



Japanese Translated Script:

[Sonic runs and Sage appears, flickering blue/white]

Sonic: Hey! Sorry to keep you waiting!

Sage: Were you successful?

Sonic: Naturally!

Sage: Good... but I'm afraid your friends are not handling the erosion very well.

[The two reach where everyone else is with their Emeralds]

Sonic: You guys...you're the best.

[Eggman swoops down with the Purple Chaos Emerald]

Eggman: Here, now thank me. Hmm?

Sonic: You were late on purpose, weren't you? But hey, you did good!

[More growling is heard from the clearing.]

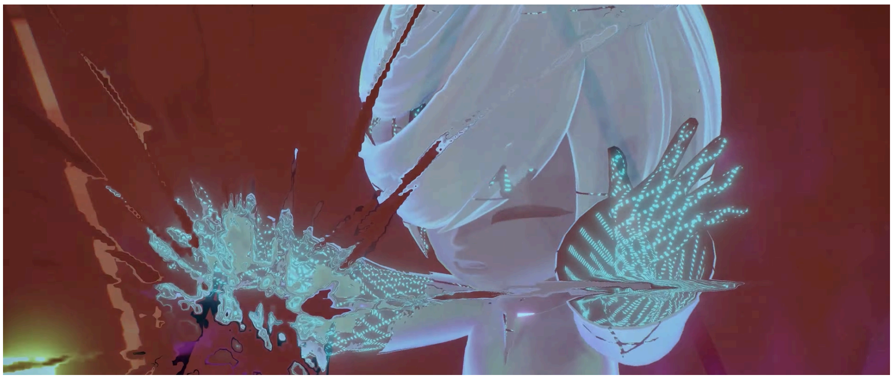
Eggman: Time is running out! I order you to save us!

[Sonic uses all seven Emeralds to become Super Sonic and flies off. Sage nods while gazing at Sonic, which bothers Eggman.]

Before the final battle, the distance between the two of them has closed. As Sonic runs across Ouranos Island, Sage teleports beside him and together they join up with the group. For the first time, she's no longer an observer, she's a peer and participant in his world.

The most striking detail is how Sage gazes on Sonic as he flies towards the resting grounds of Supreme, where she nods. It's a profound and unmistakable gaze of pride, trust and admiration, and as her colours rest on Blue/White, her soul is perfectly in tune with Sonic's. It's this that makes Eggman bothered, showing that despite creating her, Sonic holds a special place in her heart, one that the doctor can't just erase. This is direct recognition that he doesn't have entire control of her, and that while she's deeply loyal to him, she just as much admires the hero that validated her much before he did.

Sonic now has become her peer, her partner, her inspiration, and her friend. Two kindred spirits bonded by being mirrors of each other.



From here, Super Sonic transforms into Super Sonic 2 and fights the End corrupted Supreme. Upon launching the titan's gun to Eggman to calibrate, Supreme "... launches a volley of energy blasts at Super Sonic 2, Eggman, and Sage, but Sage is able to block it with a barrier. She starts to struggle maintaining it, but Amy, Knuckles, and Tails fly up and help her, to her surprise."

With the gun calibrated, Super Sonic 2 flies into the barrel, and is shot by Eggman into Supreme, releasing all of his corruption into a new form. After destroying Supreme and The End, Sonic is left unconscious as he falls back to Earth, where his friends meet up with him, hugging and celebrating. Sage and Eggman stand on a cliff together, where Eggman takes her home, concluding the game.

Of course, the story between Sonic and Sage doesn't stop here. But before we continue, let's do a final analysis of Sonic Frontiers.

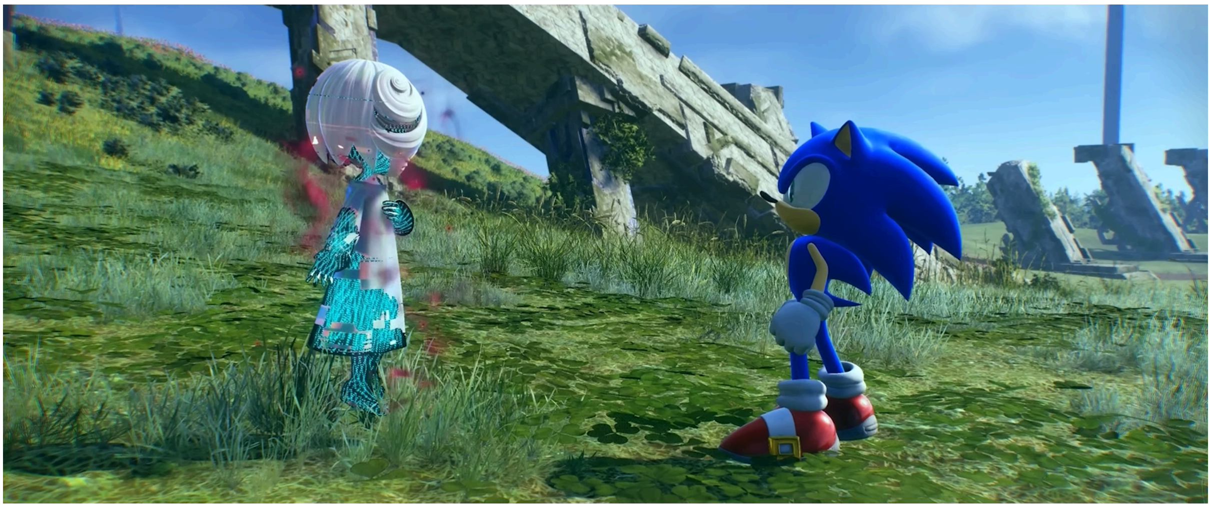
✧:—–:✧ Chapter 8: Souls Intertwined By Faith ✧:—–:✧

Sonic and Sage’s dynamic is a living conflict of two ideologies: One is based on Logic, Calculations and Arithmetic and Possibility-the other is based on Faith, Love, Sacrifice and Impossibility. These two polar opposite worldviews create a back-and-forth between the two of them that test the other’s limits. The reason why Sonic’s worldview was validated enough to where Sage adopted it was due to how Sonic’s status as a “variable” allowed him to, on a system level, provide the data to her that fate isn’t conclusive, and that the will to keep going was more than enough to rewrite the future. This slow burn narrative arc of "mentor and student” is what directly leads to the two endings of Frontiers: One of sacrifice for not just family but for someone you admire, and the other which is one of cooperation and unity, two possibilities Sage would never have imagined.

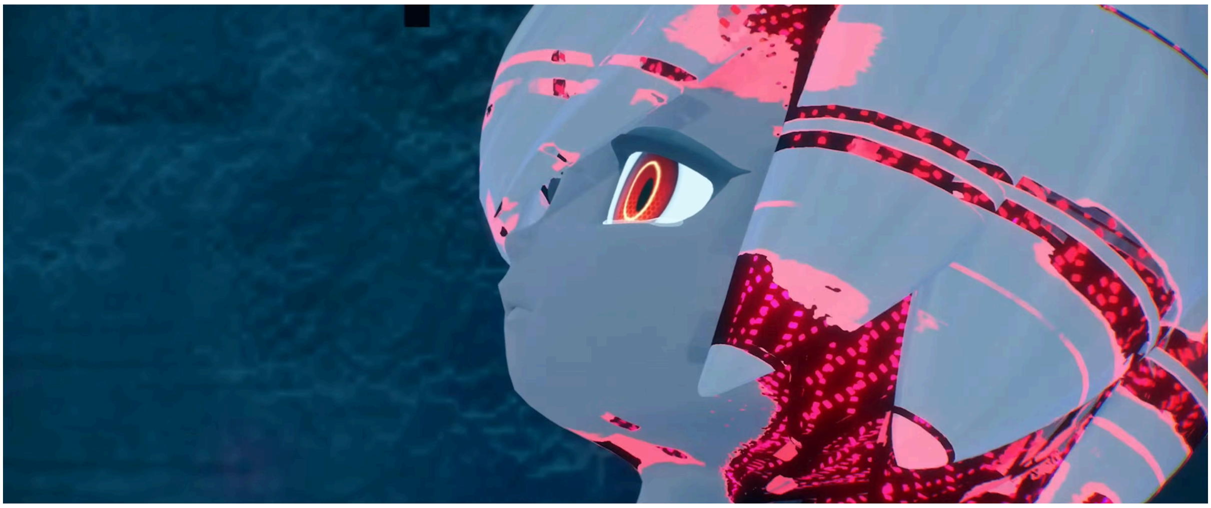
However, beyond this central message, the underlying tone of the narrative arc between the two delves deeper. Sonic’s consistent kindness, understanding and respect for Sage leads to her beginning to feel admiration and a genuine care for our hero. From providing her own space on Kronos Island, offering aid and protecting her from Knuckles on Ares Island and proving his resilience on Chaos Island, Sage ends up fully understanding who Sonic truly is, a feat not truly achieved by most characters.

The most defining part of Sonic's attitude towards her is validation. He validates her name, her place in the world, and most importantly, her soul. He was able to see Sage not just as an AI program, or the daughter of Dr. Eggman, but as their own person, and especially with the two arcs of family and self, this provides Sage with the missing component in her creation. Without Sonic, Sage wouldn't be who she is today, but it's this harmony between Eggman and Sonic's time with Sage that creates the girl who either saved the hero or helped stop the Earth from being destroyed. With the ability to turn love into power, she helped defeat The End.

It's this connection that directly affects Sage, causing her to flicker blue and white, adopting his ideology and much more. The subtext supports the idea that Sonic holds a special place in her heart beside her father, something we see actively bothers Eggman. This deepens into a sense of intimacy, with Sonic offering one of his most cherished possessions, the concept of boundless freedom. Regardless if we see it as an actual invitation or a metaphor, the intention is the same. She'll always have a place reserved for her beside him, ready to explore the bigger world that's just beyond the horizon. Even when the story hits its emotional climax with Rhea Island, the intimacy is on full display, showing each of them offering something invaluable to each other: either it being the cost of a miracle and a smile in the face of death, or the recognition that their kindness didn't go to waste, they compliment each other in a beautiful way.



This bond between them also affects Sage’s own worldview: Where in which logic is queen, she ends up having so much faith in Sonic that she goes as far as to plead to Eggman to “bet on his unknown potential”, feeling he’s a miracle worker, and alongside her honouring him as a “hero”, she eventually gives her most prized possession to him: her trust.



The fact this warmth between them came from Sonic’s persistence is important, sticking to the Kuudere archetype, Sonic managed to thaw her out of her cold, clinical and emotionless state in the beginning of the narrative and, especially with him reaching into her soul and validating its existence, allowed her to develop the personality that brings her to life. Sonic earned that warmth she sometimes provides him, proving that at least half of her core evolution is directly tied to her time with the hedgehog.

Additionally, and this framework was observed by reader SunFun, Sage’s development actually follows the real-life DIKW Pyramid. This follows the rhythm of **Data** → **Information** → **Knowledge** → **Wisdom**, which maps out Sonic and Sage’s dynamic in Frontiers:

Data: *This represents Kronos Island, where Sage’s opinion of Sonic is based on pure facts. His behaviour from historical logs, his stats by Eggman’s observations and more. There’s no personal opinion as it’s all based on logic.*

Information: *This represents Ares Island. Upon the destruction of Giganto, Sage decides to observe Sonic and build her own understanding of the hedgehog, using her provided data but alongside context. She listens to Sonic’s conversations with Knuckles and is confused by Sonic’s willingness to help her and protect her, even from his own friends.*

Knowledge: *This represents Chaos Island. She witnesses Sonic’s resolve and willpower begin to outperform her initial calculations, with her views and mindset beginning to alter from logic first into a hybrid, now predicting outcomes based on her own emotions, emotions directly tied to Eggman and Sonic.*

Wisdom: *This represents both Rhea and Ouranos Islands. She fully applies the knowledge she learned from observing and interacting with Sonic to make not just a logical choice, but a moral one as well. The choice to have faith in him.*

The main validation for everything I've covered is the fact both the English and Japanese scripts eventually land on the same goal. The overall outcome, that Sage adopts Sonic's philosophy and cares deeply about him, is the ending of the narrative arc between them, the big difference is how that arc adapts to the themes of either "Family" or "Exisistance". By the end of the adventure, the biggest indication that proves Sonic reprogrammed her soul in the best way possible is the fact that Sage eventually picks possibility over probability, and while in the base game she does sacrifice herself to protect the Earth and her father, she dies by choice when the one she admires is about to die, but instead of accepting fate like last time, she has the courage to defy the odds and save Sonic.

Sonic is the primary driving force behind her humanization. Eggman plays a critical role too, showing his care for her through naming her and the trust he puts in her, but it's Sonic that reveals her soul and eventually intertwines them into kindred spirits. He teaches her that fate isn't a fixed calculation, but with enough love and willpower, it can be rewritten, you just need to keep running.

This all caps off with the final vocal theme for Sonic Frontiers, introduced in the Final Horizon update titled "I'm With You."

The song is written from the perspective of Sage, similar to Dear Father from the original campaign, but this song features lyrics that better reflect Sage's feelings and thoughts after the events of the game. However, while many assume it's directly aimed for Eggman, I believe some lyrics tie directly to Sonic as well.

"All the lights

Up in the sky

All the times

That I spent by your side

Taught me love

And taught me pain

Things that I

Could never have explained"

Sage undoubtedly spends most of her time during the events of Sonic Frontiers around Sonic himself the most, observing him from either a distance or beside him, learning the emotions of love and pain from him. This is clearly displayed in the active narrative, with Sonic talking to Sage about love and converting it into power, as well as his desire to endure his cyber corruption to save his friends out of love, and in regards to pain, she feels pain from seeing that corruption eat away at him, either by gritting her teeth or feeling sorrow upon his march of death on Rhea Island.

"Feelings deep inside

Come flowing from my eyes

I get to go home

With you

Watching you

Go through all that you do

I never knew

Until I felt it too

But now I know

That love is beautiful

There's so much more that I

Want to find out with you"

It's the bonds Sonic has with his friends, the love he has for them leads to her eventually crying, wishing the same thing with Eggman, wanting that for herself. The time she spent watching Sonic through his adventure across the Starfall Islands, everything he endured, and eventually the reasons and emotions that confused her finally clicked, and by the end, she understood what Sonic was doing and what it was for, and how she related to that. Sonic taught her that love is a powerful and pure thing, and that she knows there's so much she can find out with him.

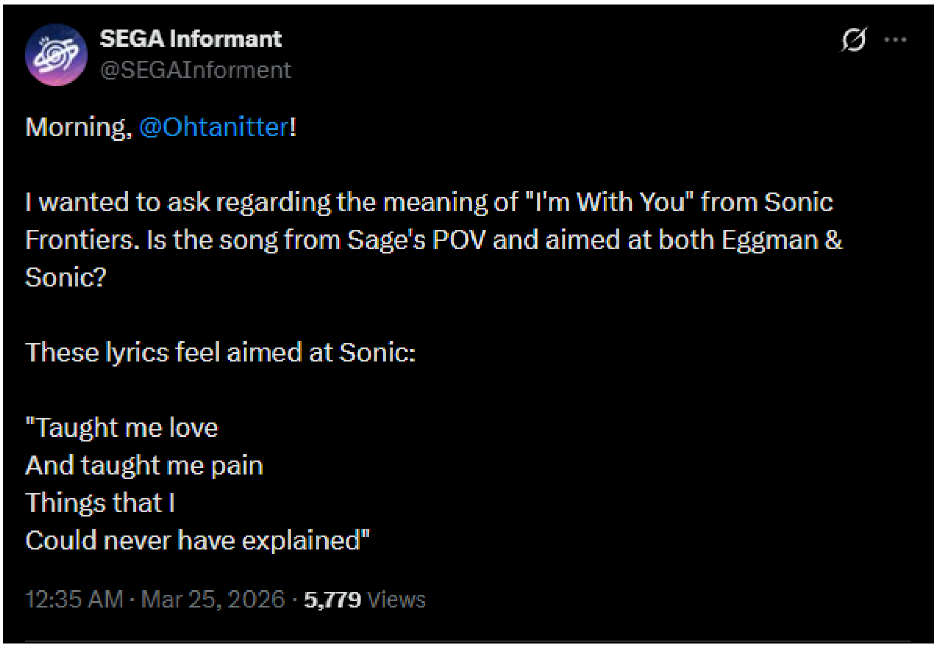
“Memories, I'll always remember

Sceneries, I've yet to discover

Would it be, too much if I asked to stay forever”

Something worth pointing out is that the song is about family, but it’s about found family. Sage would never need to ask Eggman if it’s okay to stay around because there’s an emotional and practical need for her to stay, the feeling is mutual and there’s no tension in that. But if Sage asked Sonic if she should stay forever? Maybe she would have a reason to worry that her wish is too much.

I know it’s quite a claim, so I decided to get an answer on this, how? I asked the game’s composer, Tomoya Ohtani.



SEGA Informant
@SEGAInforment

Morning, @Ohtanitter!

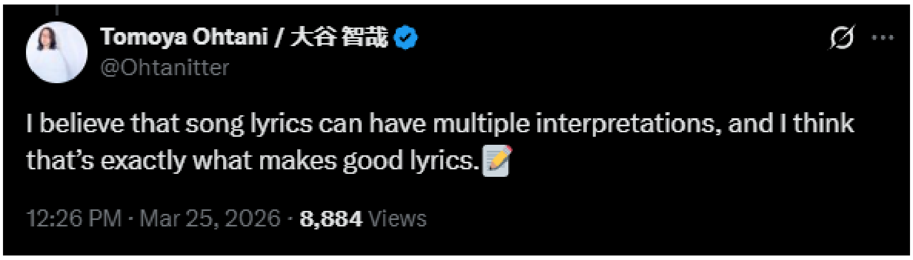
I wanted to ask regarding the meaning of "I'm With You" from Sonic Frontiers. Is the song from Sage's POV and aimed at both Eggman & Sonic?

These lyrics feel aimed at Sonic:

"Taught me love
And taught me pain
Things that I
Could never have explained"

12:35 AM · Mar 25, 2026 · **5,779** Views

I wanted to ask Ohtani-san myself because I felt the need to have some clarification that my analysis was anything close to accurate, however, I was surprised to receive this reply.



Tomoya Ohtani / 大谷智哉
@Ohtanitter

I believe that song lyrics can have multiple interpretations, and I think that’s exactly what makes good lyrics.📝

12:26 PM · Mar 25, 2026 · **8,884** Views

What Ohtani-san is saying is that the best vocal tracks are those with lyrics that are able to be interpreted in multiple ways, either to fit a narrative or reflect the listener’s own life.

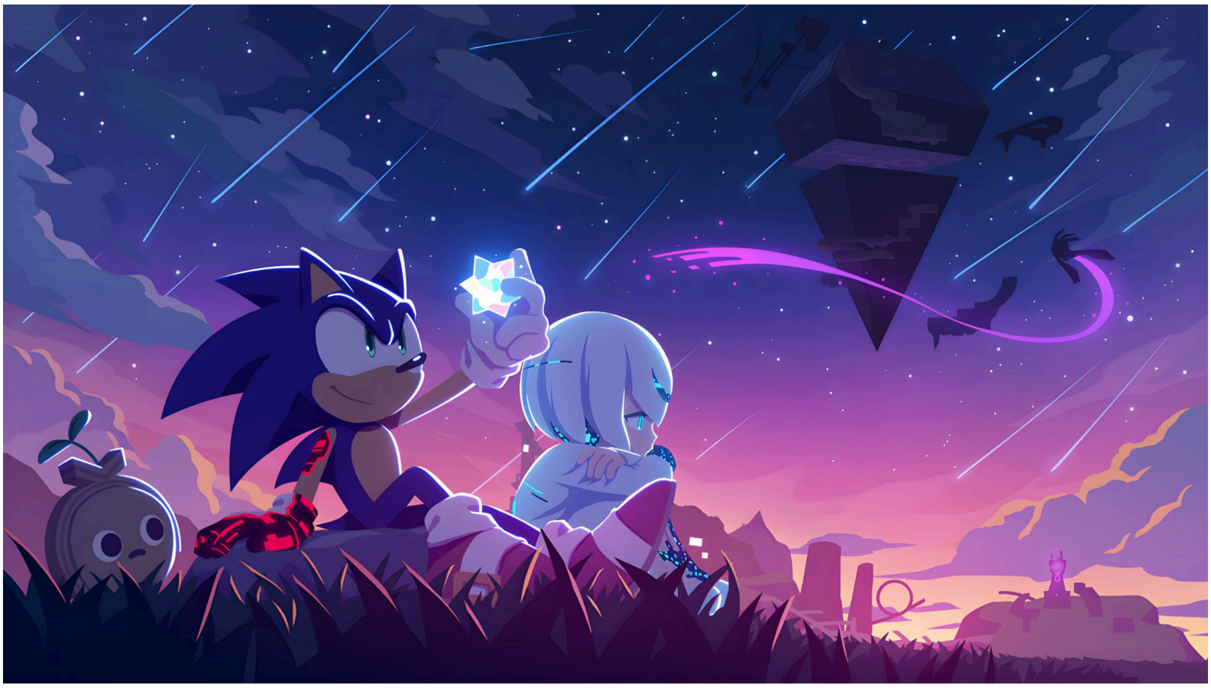
It allows and validates any possible reading of the lyrics, so it does help support my own interpretation.

The title of the song, “I’m With You”, is a double-meaning. It’s literal due to Sage’s allegiance and promise to remain loyal and present in Eggman’s life, but it’s a spiritual promise to Sonic, that despite their opposing sides in the ever-lasing war, they’ll be with each other when the going gets tough.

However, it would reinforce the idea that Sonic is the second most important person in her life, the second person she’d make a promise to. But being second place means you’re not the priority, for Sage, her priority is her dear father.

In a way, it’s bittersweet. The boy who gave her the understanding and time to teach her love, pain, endurance, conviction and much more, isn’t the person to receive that back from her.

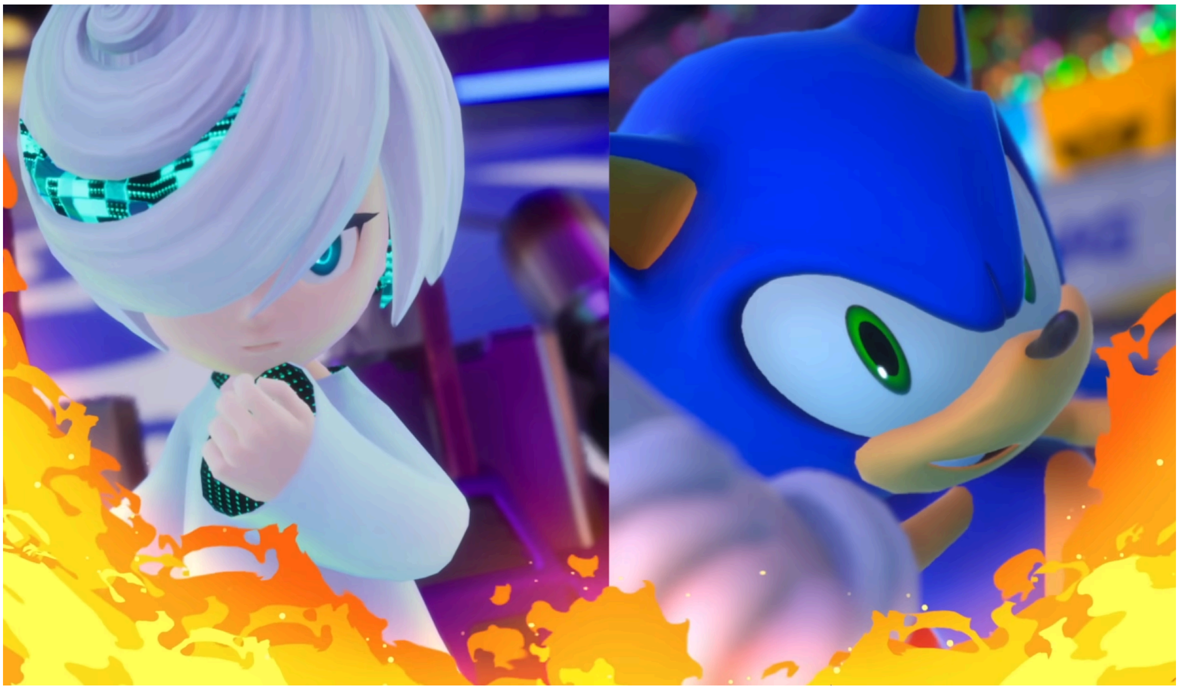
With that, we finally progress from the Starfall Island Incident and continue through the “Sonic World Story” with the next time Sonic and Sage meet again, in King DoDonPa’s newest racing tournament. It’s time to analyse Sonic Racing: CrossWorlds.



✧:—:✧ Chapter 9: Theater Kids ✧:—:✧

Sonic Racing: CrossWorlds doesn't have a story or narrative arc to follow, but what it does have is dialogue, a plentiful amount. The biggest addition of the game is the Rival system, allowing you to select a character to be your main opposition in races. Depending on who you play as and who you decide to rival with, certain conversations can be shown that provide cute or helpful summaries of their dynamics.

Let's begin with the headlining interactions: Sonic & Sage. I'll tackle the English scripts first. This first conversation is when you play as Sage and your rival is Sonic.



Sonic: Good to see you again! Ready for a little friendly competition?

Sage: In these circumstances, we are at odds. “Friendly” is not an option. I prefer "antagonistic".

This interaction already provides a very fun addition to the dynamic. Theatrics. As the overall narrative moves on from Frontiers, Sonic and Sage are forced apart by their opposing factions of “Heroes” Vs “Villains”, yet Sonic decides that Sage is a friend, he wants to still build on the connection they had back on the Starfall Islands, so he makes it clear he’s happy to see her and gives her a smile and thumbs up, a show of support and kindness. Sage, however, aims to lock into her role as the rival, referring to their competition as "antagonistic". Despite her claim, it has the impression of theatrics, to not betray her loyalty to her father. It’s her way of keeping Sonic at a distance, yet at the same time, feels performative, like she’s “hamming” it up for the audience while internally, she still really likes him.

Let’s take a look at the Japanese Script:

> **Sonic**: We meet again! Let’s enjoy the race!
>
> **Sage**: Enjoy the race? I don’t understand. To decide who is better, such emotion is not needed.

This is an interesting interaction. Sonic’s intention is the same, however instead of playing into her antagonist role, Sage shows confusion on what Sonic means by **“Enjoy the Race**”. It can be seen as a regression of her character, but the evidence shows that it’s more of a lack of teaching in this department. In this regard, you have to understand that the narrative of Frontiers was high-stake and emotional, where our cast were pushed to new limits compared to previous adventures, and it was this setting that Sonic helped develop her soul in. She learnt a lot about defying fate, being free, becoming an individual, and more existential topics, and with that weight, there wasn’t really the time for Sonic to teach her one important aspect of being alive: the thrill of life.

It’s this that helps extend the “teaching” aspect of the dynamic post-Frontiers, Sonic’s got unfinished business with Sage, and now with the setting much more relaxed and enjoyable, he has the chance to show her the joys of life. With his positive attitude, ability to tease and play the role of rival, he can set up these races as a “crash course" in the idea of living in the moment, how simply driving across different lands is inherently fun. This is a chance to yet again challenge Sage’s worldview, and how that yes-emotion is needed.

Let’s now switch characters. How will Sage engage the conversation? English Script first:

Sage: We meet again. According to my models, I should be victorious this time. Will you defy my calculations once more?

Sonic: Wouldn’t you be disappointed otherwise? I’ve got a reputation to keep! Let’s go!

This acts as a beautiful and fun micro-summery of their relationship. Sage is the admirer inviting him to defy her expectations, and Sonic the willing hero ready to show her a performance of a lifetime. Sage’s posture is soft and relaxed, acting neutral to encountering Sonic on the racetrack, where she invites him to work a miracle and outperform her calculations, just as he did on the Starfall Islands. This is a cute development as it shows she has him kept to a high standard, it’s her way of not only observing him but making sure he’s reaching his peak, which in turn helps him push to be better.

For Sonic, he’s actually quite aware of the dynamic he has with Sage, knowing that she wants to see him defy the odds. By calling out how he has a reputation to keep, it both acts as a meta comment about him being the best in general, but more specifically, it’s about him understanding his role in Sage’s life. He is her “impossibility”, and like what he did back on the Starfall Islands, he’s going to show her a miracle.

Let’s take a look at the Japanese text of this interaction:

Sage: According to my calculations, your win rate is a mere 12%... Why do you always challenge battles you can't win?

Sonic: 'Cause it's fun! Isn't it obvious? You should enjoy yourself with me. Let's go!

This ties back into the idea that Sonic is now teaching another “**facet of being alive**” to Sage. Instead of inviting him like in the English script, she instead questions his desire to face challenges when the win rate is so low. This is pretty on point for the Japanese Sage, as she was asking those types of questions quite late into the narrative of Frontiers, while the English Sage already figured it out by the end of Chaos Island.

Sonic doubles down on the fact that the thrill of the race, the fun of it is the reason why. But most importantly here is the line “**You should enjoy yourself with me.**” This echoes the invitation to run with him back on Chaos Island. It's now a reoccurring aspect of the dynamic in Japanese scripts, where Sonic is truly reaching out and inviting her to join his world, to see what he sees, to experience the joys of life he enjoys. It's a respectable continuation of the Japanese Frontiers storyline and really helps elevate the dynamic into one of existential beauty.

In matches, characters will have interactions mid-race when they get hit by items or hit others with items.

This is the English Script, where Sonic hits Sage with an item:

> **Sonic**: See what I can do, Sage?
>
> **Sage**: Ever defiant, Sonic?

It's a small interaction but provides a sizable interpretation. For Sonic’s line, it's very much him showing off his attention to her. He knows Sage very much gathers information and data on him constantly, so it comes across as him playing into that. However, it also shows the desire to impress her. He knows that Sage holds him to a high standard, so he desires to match that, showing her that the admiration she has towards him isn't misplaced.

For Sage’s line, the key word here is “defiant”. As we know, Sonic’s ability to outperform her calculations is a show of defiance towards the concept of “cause and effect” as well as probability, however in the context of CrossWorlds, it's a way to demonstrate amusement by Sage towards Sonic’s way of defying her logic. She sounds satisfied in the fact he's managing to best her. It's an avenue to show play in the scope of racing, and as they flirt through their dynamic and shows why she respects him so much: He can defy anything.

Let's see how the Japanese script tackles this:

> **Sonic**: Didn't account for that, huh, Sage?!
>
> **Sage**: Why are you interfering, Sonic?

This again highlights the direction the Japanese text is going in relation to CrossWorlds contribution to the dynamic: Sonic is still teaching Sage, this time in a lower-stakes environment compared to their time on the Starfall Islands, and showing her the value of having fun and enjoying herself, however on the other side, Sage is confused as to why Sonic is throwing items at her. Where she had originally calculated her victory, Sonic is actively altering the chances of her having a smooth path to winning, however it’s due to her lack of emotional understanding, she hasn’t yet grasped the concept of “Playful Sabotage.”

Now let’s switch tracks to Sage and when she manages to hit Sonic. English first:

Sage: Didn’t beat those odds, Sonic.

Sonic: Not bad, Sage!

This interaction perfectly builds onto the dialogue we’ve seen so far, as we now see Sage engage with real trash talk. We’ve established that Sonic has pride in the role he’s been given by Sage: As this anomaly in her code that can defy the odds. However, her line teases him, finding humour in the fact her math won out this time. Sonic’s reaction is key here: He’s not angry or upset, but he’s validating her attack on him. He seems proud to see her engage in the chaos of the race and actually tag him, showing the desire to see her be a part of the fun, having her lean further into her humanity, a humanity Sonic helps cultivate inside her soul.

Japanese Script next:

Sage: I won’t let you proceed, Sonic.

Sonic: You’re pretty good, Sage!

The context for this is altered to fit the Japanese mini-arc, with a serious Sage not understanding the fun factor in the races, and Sonic is taking everything lightly while directly supporting her participation. It’s a cool re-approach of their dynamic and a smooth evolution of the arc they went through in Frontiers.

Now, this would be it for CrossWorlds, however there are other dynamics I want to cover briefly. While many of the cast are hostile or dismissive of Sage, like Tails asking if she has “input lag” or Shadow dismissing her idea that their family, there is one character who is ultimately not in opposition to her: CreamThe Rabbit..

Let’s go over the English and Japanese conversation between Sage and Cream:

English Script:

Cream: Hello! It's nice to see someone else my age here! I hope you do well in the race, and that we can be best friends!

Sage: Your naivety is a liability. And yet, also charming. I suppose this is just a race, after all.

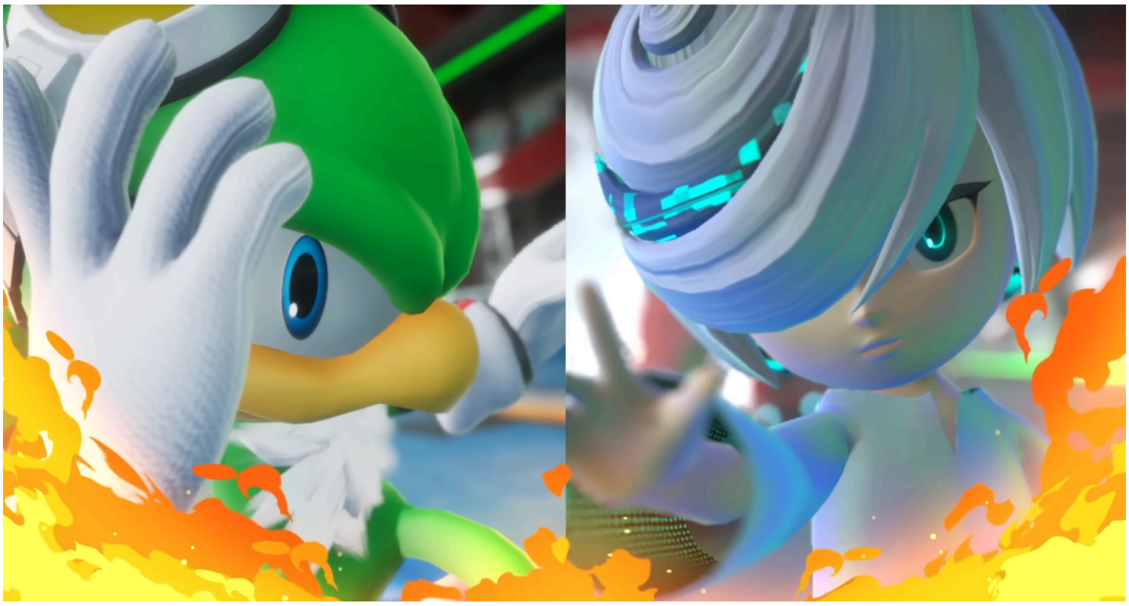
Japanese Script:

Cream: Hello! I'm so happy to meet someone around my age! Would you like to be friends after the race?

Sage: Naive, but that's just "childishness," isn't it? I'll just race as ordered.

This interaction is critical, as it shows that while Sage has the ability to recognise and treat others beyond Sonic with respect and admiration, it's very rare. The reason Cream managed to break through to Sage is how Cream did exactly what Sonic did, see her as a girl before an AI. Cream currently isn't a threat to the empire, so Sage believes she doesn't need to act on duty around her, which is why Sage actually tries to de-tensify the aggression when she hits Cream with an item: "**Nothing personal, Cream.**". However, it's this interaction that highlights how unique Sage's treatment of Sonic is, because he is a threat to Eggman, and has shown countless times that he can destroy his empire, yet Sage holds strong emotions regarding the hedgehog.

However, this gets amplified with Sage's interaction with one of Sonic's rivals, the windmaster, Jet The Hawk. Let's cover the English script when you select Sage as your rival when playing as Jet, both the rival intro and when Sage lands a hit on Jet:



Rival Dialogue:

Sage: Father has utilized you as a countermeasure to Sonic in the past. It will be interesting to see if you are truly as remarkable as him.

Jet: Don't compare me to that wannabe! I'm the greatest racer to ever live! You should be comparing Sonic to me!

Sage Attacks Jet Dialogue:

Sage: You're too slow, Jet.

Jet: Get a life, Sage!

This is when the comedy of the entire Sonic & Sage dynamic reaches its current peak. Sage bringing up if Jet is "**truly as remarkable as [Sonic]**" is not only a massive insult to Jet, but a massive compliment to Sonic, and highlights how Sage uses Sonic as the main unit of measurement of greatness. It stings more for Jet due to the fact that he's spent majority of his racing career trying to prove he's better than Sonic, from the original Sonic Riders to CrossWorlds, he's been aiming to outclass the hedgehog by being identified as "The Fastest Thing In The Universe", undermining Sonic's world-class status.

In fact, Jet The Hawk is one of the few people who actually got under Sonic's skin back in the original Riders, and while Sonic has managed to overcome that fact and adopted a more relaxed but rival dynamic with Jet, the hawk is still trying to give his all into besting Sonic. It's this reality that makes Sage's comment about if Jet will be as remarkable as Sonic not just interesting but noteworthy.

Sage is telling Jet that he needs to prove his skills just to be mentioned in the same breath as Sonic. She isn't comparing him to herself or even Eggman, but to her hero, the one with unlimited potential. This is the moment Sage becomes a hype-women for the blue blur.

Another major point here is her taunt when landing a hit on Jet. She uses Sonic's catchphrase against the hawk. She's beginning to mimic Sonic's personality, adopting his insults and attitude, which leads to her "cosplaying" Sonic on the race track just to annoy Jet. It's a direct insult to Jet because it's a metaphor for how no matter how much he does, he'll live in Sonic's shadow.

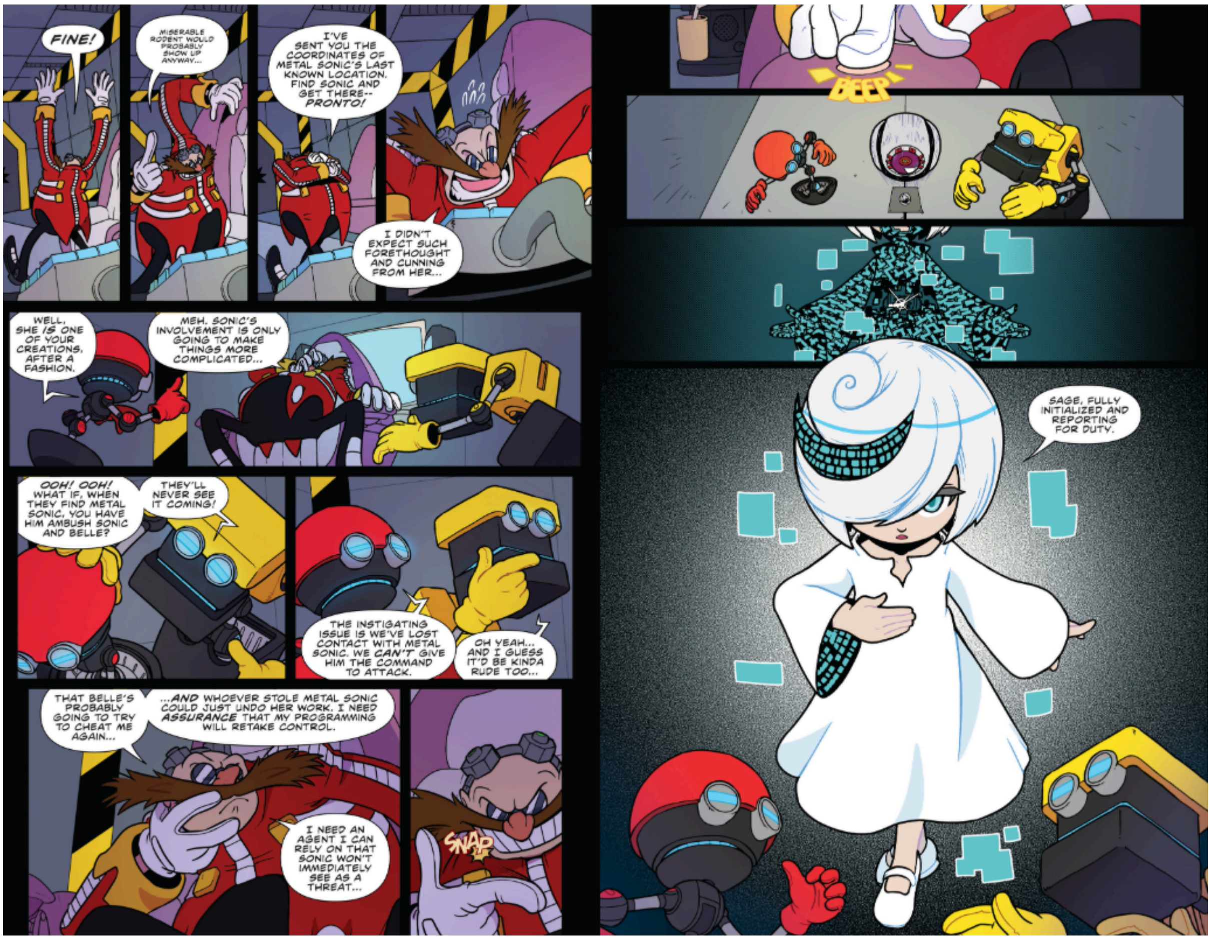
Jet's reaction is perfect, but also very revealing. He doesn't insult her for being an AI, but for her to get a life. Especially with the context, this is Jet lashing out-losing his cool and pointing out the obvious, that Sage is obsessed with Sonic, basically calling her a Sonic fan.

This humanization Sonic provided to Sage's soul never just affects their relationship, but how she acts around everyone else, with her picking up his bad habits-specifically, his arrogance and his love to trash talk any rival he can. This is backed up when she says the same type of line to Knuckles when hitting him with an item: "**Too slow, Knuckles.**"

While the English script transforms Sage into a "fangirl", the fact the Japanese script keeps the "You're too Slow" insult towards Knuckles confirms the core truth, that Sage is mimicking Sonic, and she's internalised his confidence. She views speed not just as a metric of calculation, but also as a symbol of status and hierarchy-a class she uses to belittle other characters if their not matching the "Sonic standard". This is the biggest and most devoted trait of Sage's behaviour regarding Sonic. Sonic, especially in the later adventures, doesn't care to argue his social ranking, but Sage is willing to defend his legacy to not just Eggman when proposing an alliance back in Frontiers, but to one of his most famous rivals. It's the highest form of showing admiration for someone, and the more you're vocal and outward about it, the deeper those feelings are rooted in your heart.

This concludes the necessary analysis of Sonic Racing: CrossWorlds. So let's jump to the world of comics and to Issue 84 to 86 of the IDW Sonic series, where Sage not only makes her debut, but is also ordered to aid Sonic.

✧:—:✧ Chapter 10: Artificial Distance ✧:—:✧


FINE!
MISERABLE RODENT WOULD PROBABLY SHOW UP ANYWAY...
I'VE SENT YOU THE COORDINATES OF METAL SONIC'S LAST KNOWN LOCATION. FIND SONIC AND GET THERE-- *PRONTO!*
I DIDN'T EXPECT SUCH FORETHOUGHT AND CUNNING FROM HER...
WELL, SHE *IS* ONE OF YOUR CREATIONS, AFTER A FASHION.
MEH. SONIC'S INVOLVEMENT IS ONLY GOING TO MAKE THINGS MORE COMPLICATED...
OOH! OOH! WHAT IF, WHEN THEY FIND METAL SONIC, YOU HAVE HIM AMBUSH SONIC AND BELLE?
THEY'LL NEVER SEE IT COMING!
THE INSTIGATING ISSUE IS WE'VE LOST CONTACT WITH METAL SONIC. WE *CAN'T* GIVE HIM THE COMMAND TO ATTACK.
OH YEAH... AND I GUESS IT'D BE KINDA RUDE TOO...
THAT BELLE'S PROBABLY GOING TO TRY TO CHEAT ME AGAIN...
...*AND* WHOEVER STOLE METAL SONIC COULD JUST UNDO HER WORK. I NEED *ASSURANCE* THAT MY PROGRAMMING WILL RETAKE CONTROL.
I NEED AN AGENT I CAN RELY ON THAT SONIC WON'T IMMEDIATELY SEE AS A THREAT...
SNAP
BEEP
SAGE, FULLY INITIALIZED AND REPORTING FOR DUTY.

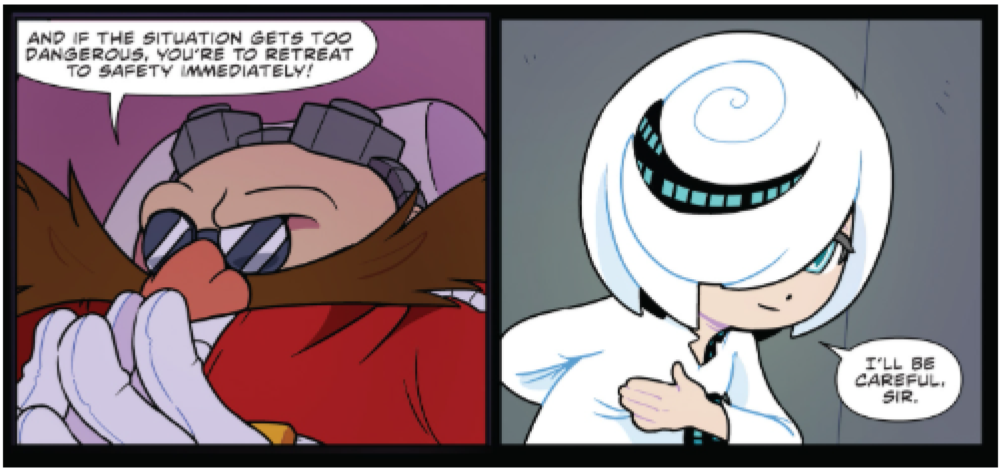
Issue 84 begins with the mystery of a missing Metal Sonic. Belle, the first daughter of Dr. Eggman is contacted to track Metal down, however she's very hesitant, only agreeing if Sonic joins her. The doctor does agree but under his own condition that he can send his own agent to join them.

After some thought, Eggman remembers Sonic and Sage’s bond, and decides to use it for his own advantage, being vocal about knowing that Sonic cares about her. He even states:

"I need an agent I can rely on that Sonic won't immediately see as a threat..."

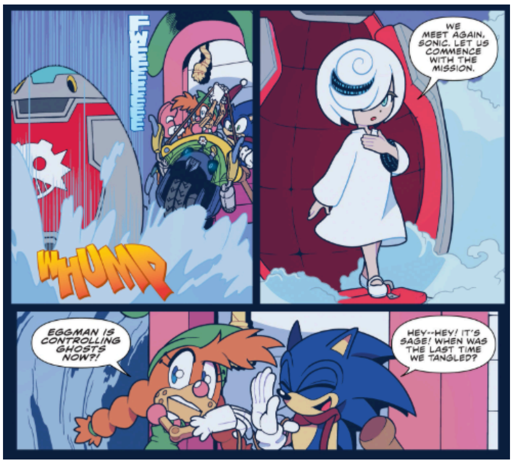
This is Eggman directly exploiting his daughter’s connection to the hedgehog. By sending her, he’s betting directly on Sonic’s compassion to cause possible hesitation if the situation can be favorable to him. It’s a cold reminder that while he does love Sage and she is daddy’s favourite girl, his cunning and malicious mind isn’t subdued but possibly redeveloped to allocate for having a soul even he cares about. It also strips her of her daughter status, instead labeling her as an “agent”, which creates an aura of professionalism despite it just being him, her and Orbot & Cubot.

The irony is that despite Eggman thinking he can use Sage to manipulate Sonic, he’s failing to to consider that by putting Sonic and Sage into the same camp, he is also providing Sage the ability to spend more time with Sonic not as enemies-but as friends. It’s a great showing of his character: Genius at heart, but never having the full picture.

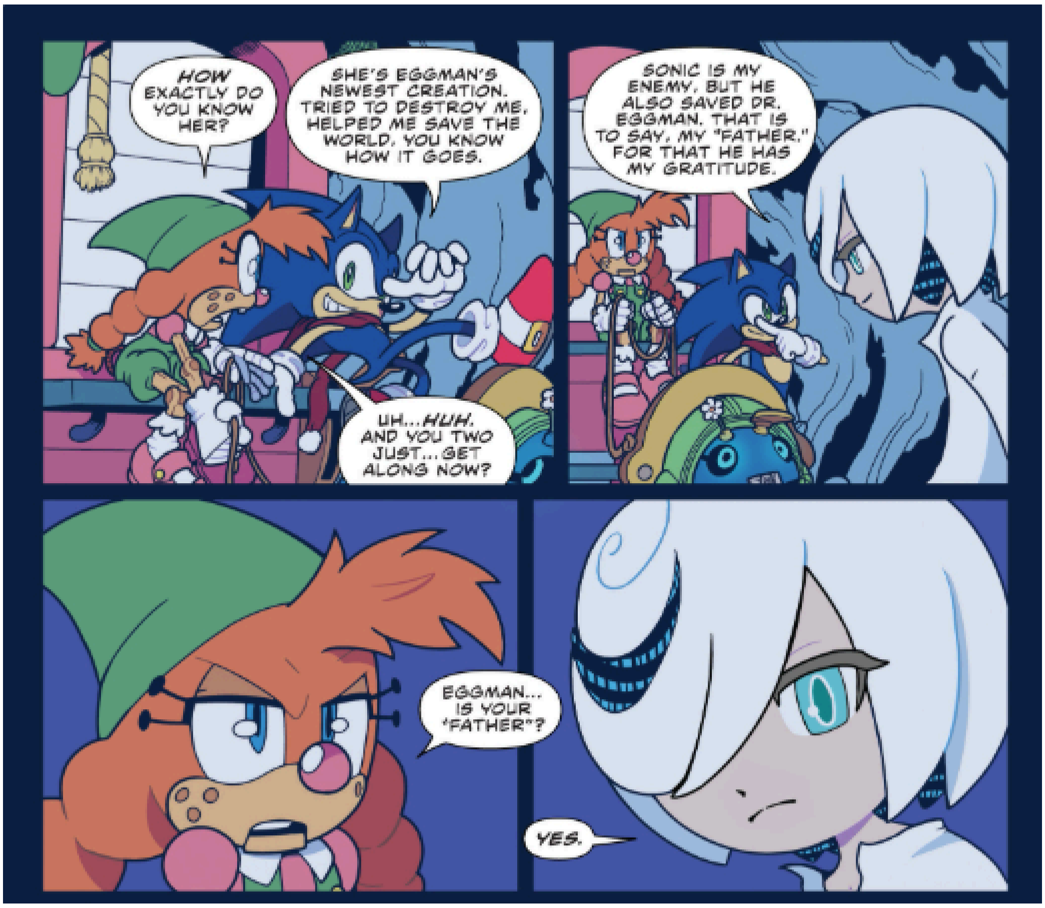

AND IF THE SITUATION GETS TOO DANGEROUS, YOU'RE TO RETREAT TO SAFETY IMMEDIATELY!
I'LL BE CAREFUL, SIR.

However, despite the professional aura, the family dynamic is silently lingering, hidden underneath in order to keep in tune with the status quo. Alongside the smile, which shows her warmth despite her exterior, this scene also causes a clash in morality and objective.

Sage is being informed to retreat if the situation with Metal becomes too much to handle. This goes into direct conflict with Sonic, where he’s ready to jump into danger if it’s just himself involved. The question is, which side of the coin will Sage’s instincts side with?

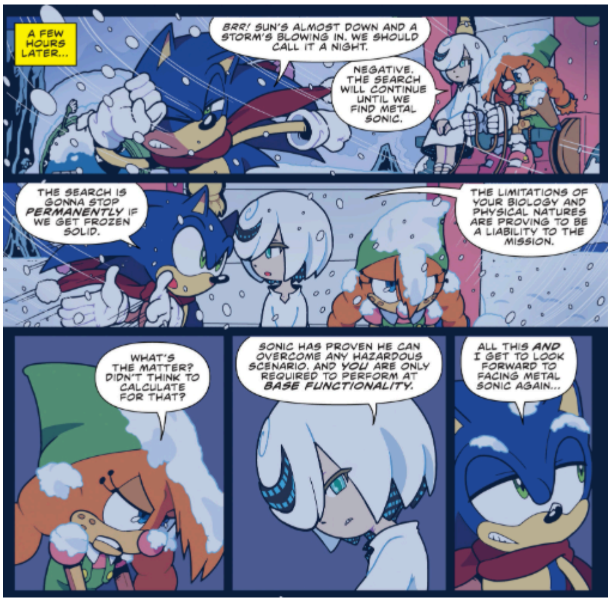

FWEEEEE
WHUMP
WE MEET AGAIN, SONIC. LET US COMMENCE WITH THE MISSION.
EGGMAN IS CONTROLLING GHOSTS NOW?!
HEY--HEY! IT'S SAGE! WHEN WAS THE LAST TIME WE TANGLED?

Sage’s reunion with Sonic begins to try and act professional, but Sonic breaks the illusion quickly, turning a mission into a catch-up session with a friend. He’s smiling, and possibly due to the fact that this story takes place before Sonic Racing: CrossWorlds and not long after Frontiers, this is most likely their first interaction since the Starfall Island Incident.


HOW EXACTLY DO YOU KNOW HER?
SHE'S EGGMAN'S NEWEST CREATION. TRIED TO DESTROY ME, HELPED ME SAVE THE WORLD, YOU KNOW HOW IT GOES.
UH...HUH. AND YOU TWO JUST...GET ALONG NOW?
SONIC IS MY ENEMY, BUT HE ALSO SAVED DR. EGGMAN. THAT IS TO SAY, MY "FATHER." FOR THAT HE HAS MY GRATITUDE.
EGGMAN... IS YOUR "FATHER"?
YES.

With the panel showing Sage recapping her relationship with Sonic, we see the artificial professionalism and distance break apart for a moment, and it's from her smile.

This visual is a stark contrast to her "Agent" persona she's trying to wear. A soldier doesn't smile when identifying a hostile or threat to her empire's future, but a friend and admirer would. It's proof that despite her base code knowing that she needs to oppose the hedgehog, her soul finds comfort in his presence, turning a declaration and clarification of boundary lines into a small moment of warmth.


A FEW HOURS LATER...
BRR! SUN'S ALMOST DOWN AND A STORM'S BLOWING IN. WE SHOULD CALL IT A NIGHT.
NEGATIVE. THE SEARCH WILL CONTINUE UNTIL WE FIND METAL SONIC.
THE SEARCH IS GONNA STOP PERMANENTLY IF WE GET FROZEN SOLID.
THE LIMITATIONS OF YOUR BIOLOGY AND PHYSICAL NATURES ARE PROVING TO BE A LIABILITY TO THE MISSION.
WHAT'S THE MATTER? DIDN'T THINK TO CALCULATE FOR THAT?
SONIC HAS PROVEN HE CAN OVERCOME ANY HAZARDOUS SCENARIO. AND YOU ARE ONLY REQUIRED TO PERFORM AT BASE FUNCTIONALITY.
ALL THIS AND I GET TO LOOK FORWARD TO FACING METAL SONIC AGAIN...

The next scene has a blizzard go through Holoska, with Sonic struggling to see much ahead. He explains to Sage that searching in these conditions would be ineffective, where Sage takes a dig at him due to him being mortal. The bickering- reminiscent of an "old married couple"-establishes the idea called "Domestic Familiarity", which ties into Frontiers but to a new angle, asking the question:

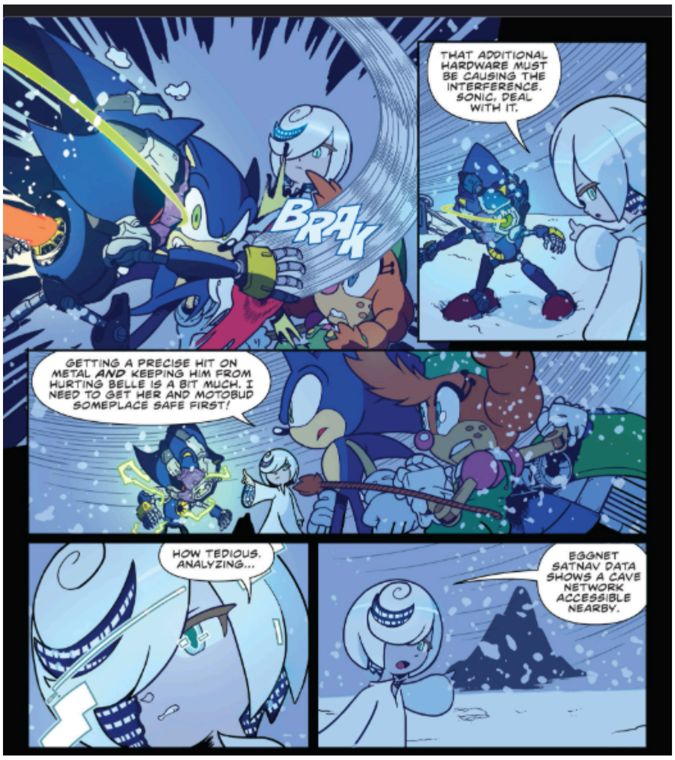
What is Sonic in Sage’s family?

Regardless of whatever it may be, this scene shows both Sage and Sonic are equals, with them both feeling comfortable to bicker between themselves, because right now, Sage isn’t acting as a superior or general, but just herself, the one Sonic likes the most.

It shows that they aren’t afraid to have an argument. We also see Sage double down on her feelings about Sonic, being vocal about her “Sonic Standard", where she puts Sonic on a pedestal in which Belle can’t match, with Sage expecting different things from both of them.

However, this comfort reveals the dark side of admiration. Sage knows how to admire Sonic and can feel emotionally invested to defend his image (her dynamic with Jet), but she sees Sonic to the same status as a god, and while that is very sweet, it also puts her expectations at risk. She might be expecting the world from him, but if the situation doesn't necessarily call for it, she might be disappointed.

We’re seeing the deep, multi-layered weight of the dynamic finally reveal itself, and its bittersweet.

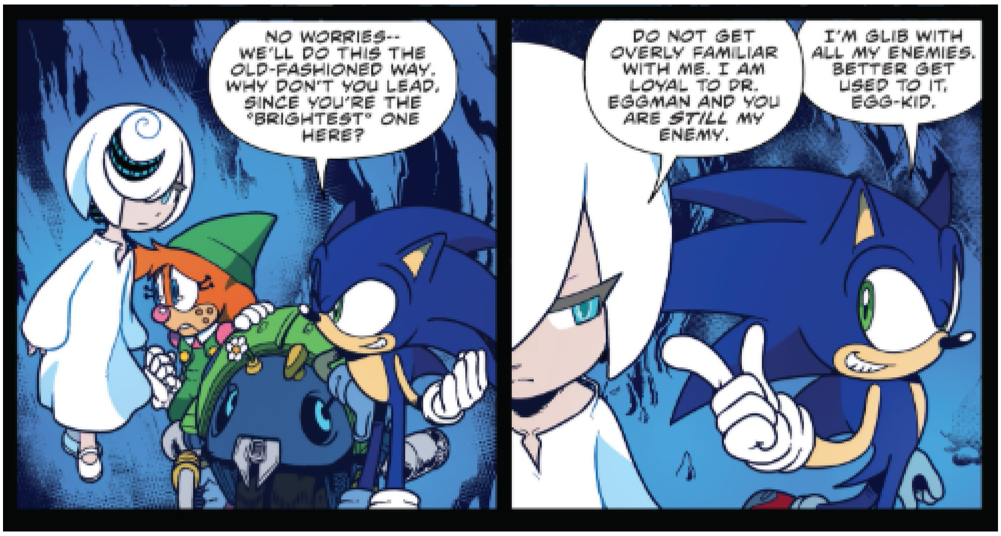

BRAK
THAT ADDITIONAL HARDWARE MUST BE CAUSING THE INTERFERENCE. SONIC, DEAL WITH IT.
GETTING A PRECISE HIT ON METAL AND KEEPING HIM FROM HURTING BELLE IS A BIT MUCH. I NEED TO GET HER AND MOTOBUD SOMEPLACE SAFE FIRST!
HOW TEDIOUS. ANALYZING...
EGGNET SATNAV DATA SHOWS A CAVE NETWORK ACCESSIBLE NEARBY.

This continues later when Metal Sonic attacks them. Sage is efficient, and without any doubts, shows her deep trust in Sonic.

She directly asks him to combat Metal.

It’s a hidden warmth in a bossy command, with her showing him her absolute faith. To herself, Sonic is the ultimate solution for any emergency; once Sonic’s off his leash, his team will win, and there’s no room for other possibilities.

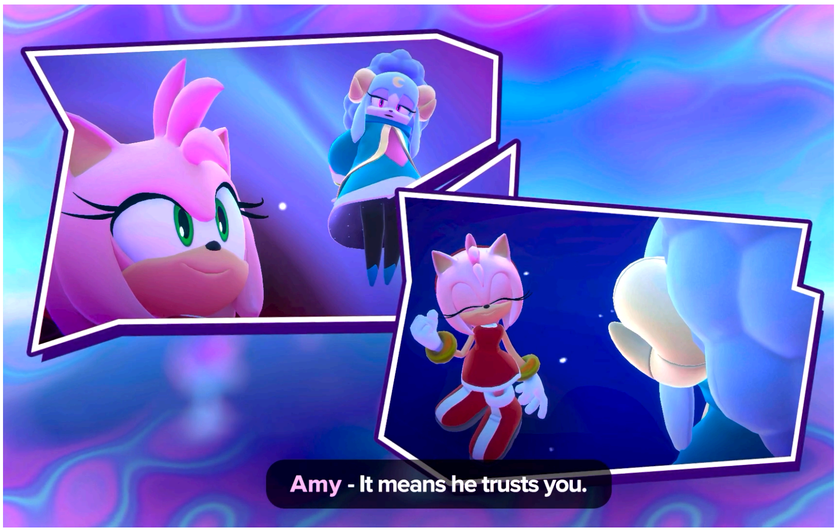
It’s a form of deep trust that transcends her own programming-she knows he will win because it’s Sonic. He’s the winner.


NO WORRIES-- WE'LL DO THIS THE OLD-FASHIONED WAY. WHY DON'T YOU LEAD, SINCE YOU'RE THE "BRIGHTEST" ONE HERE?
DO NOT GET OVERLY FAMILIAR WITH ME. I AM LOYAL TO DR. EGGMAN AND YOU ARE *STILL* MY ENEMY.
I'M GLIB WITH ALL MY ENEMIES. BETTER GET USED TO IT, EGG-KID.

As the party retreat into the now collapsed save, we see Sonic and Sage return to their Domestic Familiarity, with him teasing her to lead the way due to her "**being the brightest one here**", which acts as a literal and metaphorical compliment.

Sage immediately identifies his action and tries to distance herself from him, trying to shut the door on their relationship. The fact Sage has to actively vocalise this also comes across as desperate: she's fully aware of the bond they have with each other. Sonic immediately breaks down that door by giving her a nickname, which from a lore perspective, is actually quite important.

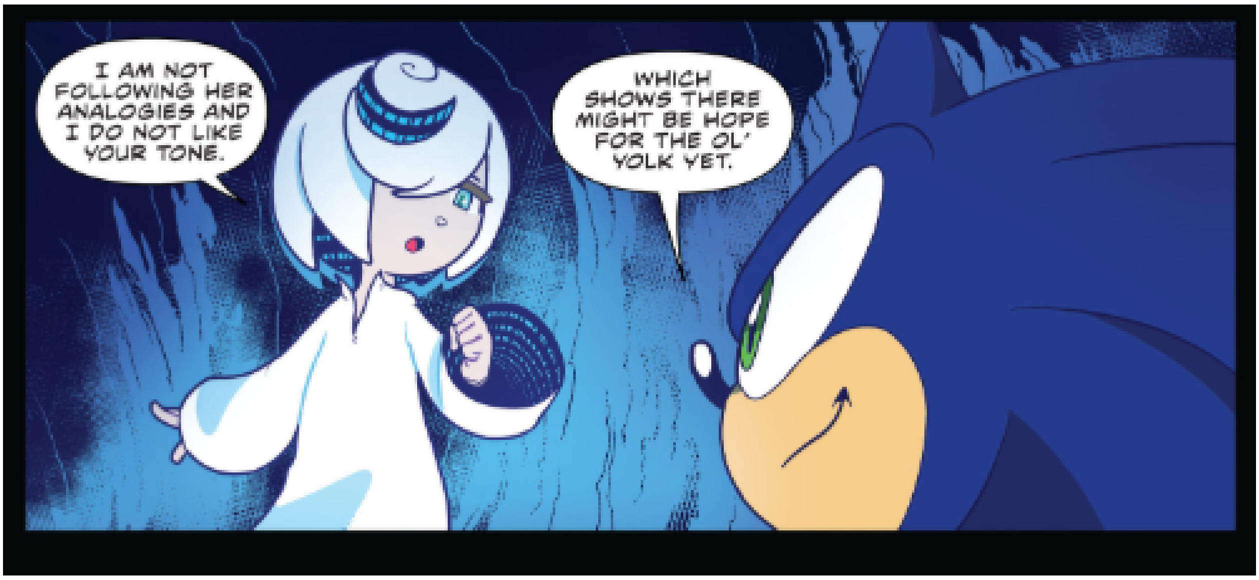
In Sonic Dream Team, Sonic meets the dreamscape being Ariem, who after beginning to aid, provides her a nickname of Ari. Ariem is confused, and Amy explains why he does it:



Amy - It means he trusts you.

Amy: "Yeah, he likes to hand out nicknames. It means he trusts you."

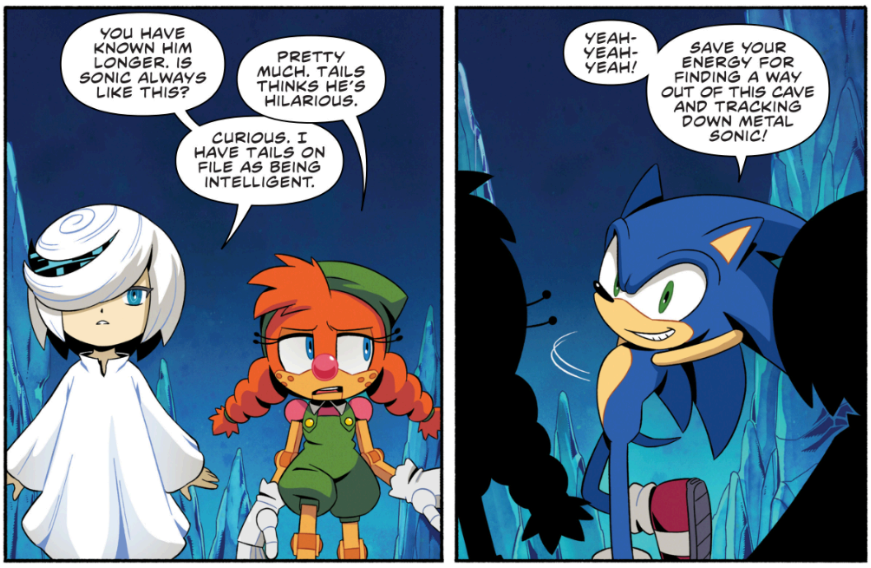
This shows that Sonic trusts Sage, which is evident already, but it provides concrete facts. It tells the audience that he's willing to let her take the lead and guide him, which highlights the trust he gives her as much as she trusts him.


I AM NOT FOLLOWING HER ANALOGIES AND I DO NOT LIKE YOUR TONE.
WHICH SHOWS THERE MIGHT BE HOPE FOR THE OL' YOLK YET.

This entire issue culminates in addressing the origins of both Belle and Sage. Belle gets jealous that Sonic is being friendly with Sage, even defending her when Belle snaps back with a remark. The outburn isn't unwarranted, Sonic is clearly close to Sage and it makes no sense to everyone around them. Knuckles went to attack Sage on Ares Island and Sonic defended her. Now, Sonic defends Sage from Belle's outburst. The difference here is that Sonic makes a point: Dr Eggman makes Belle out of love while Sage was built from war. However, it's this distinct intention that makes Sage a true miracle. Truthfully, Sage shouldn't be as offended as she is here if she was a loyal/clinical agent, and that's because she really isn't. She's a real daughter, so it makes perfect sense she'd be defensive.

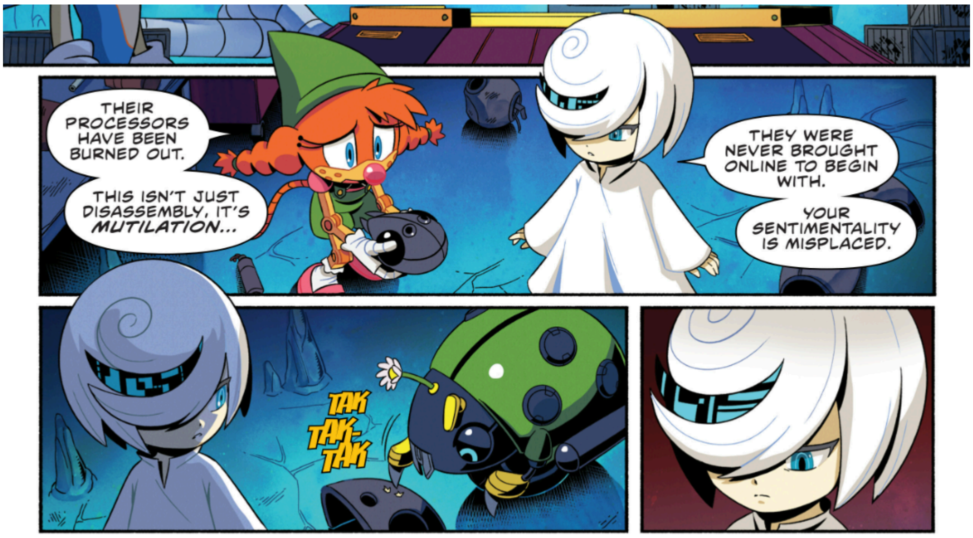
The shining part here is Sonic's smile. He doesn't feel hurt that Sage can judge him or not like his "tone", but instead, it's those traits that make him admire her as an individual. It's the reason he can get excited when seeing her, the reason he can engage with her and have her tease back, it's the humanity that had her label him a hero. He dismantles her fear factor and instead brings her back to earth, as the moody teenage friend.

With Issue 85, the focus is more on Sage and Belle working together, yet there are some key points to unpack.


YOU HAVE KNOWN HIM LONGER. IS SONIC ALWAYS LIKE THIS?
PRETTY MUCH. TAILS THINKS HE'S HILARIOUS.
CURIOUS. I HAVE TAILS ON FILE AS BEING INTELLIGENT.
YEAH-YEAH-YEAH!
SAVE YOUR ENERGY FOR FINDING A WAY OUT OF THIS CAVE AND TRACKING DOWN METAL SONIC!

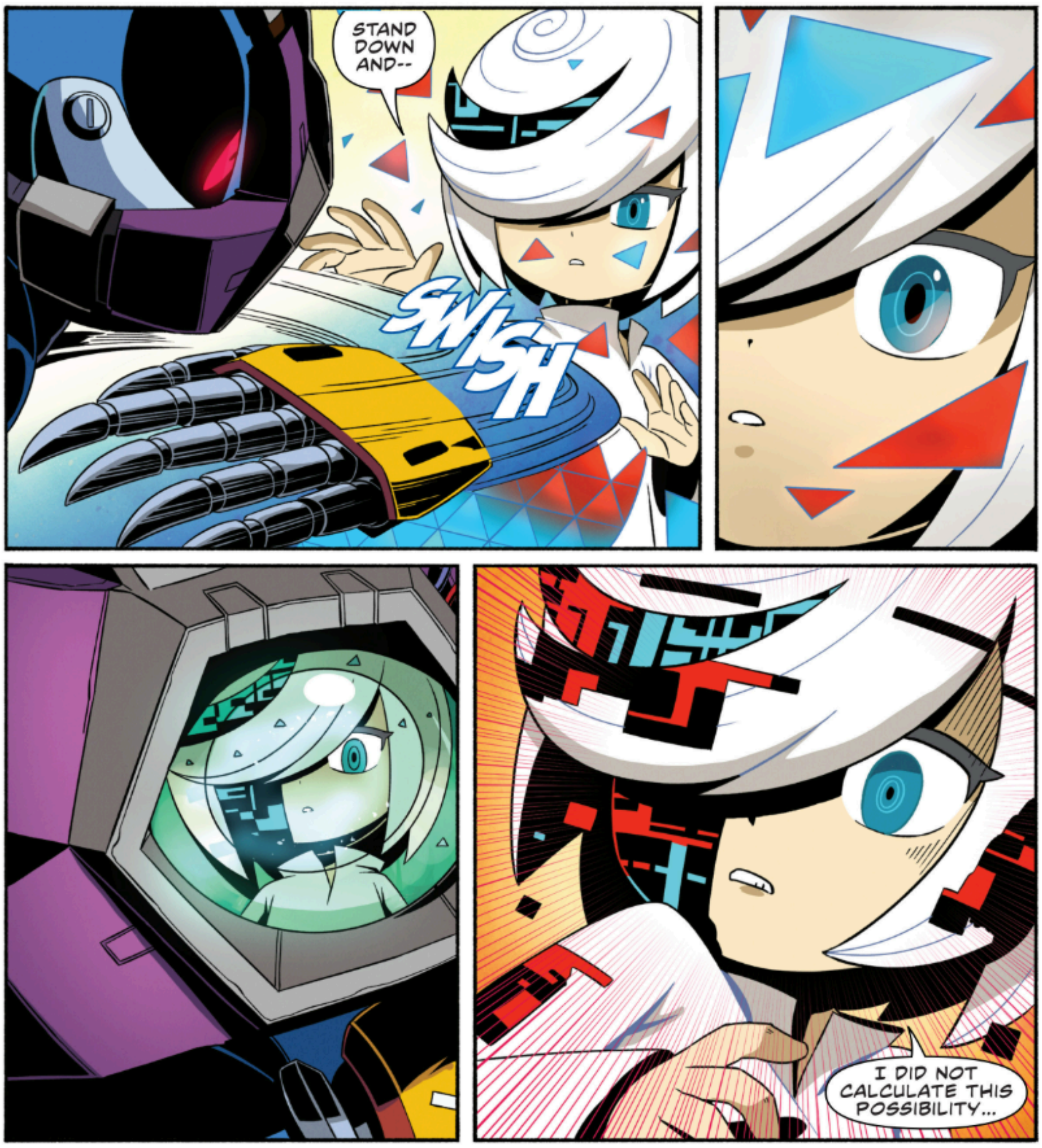
Despite the immense amount of growth Sage has taken, there’s still some way to go into truly developing her humanity. Sonic’s jokes and humor is usually enjoyed by most people, but it’s those with lacking social skills or environments that never understand him. Sage asks Belle if Sonic is always this chipper despite the underlying threats, and Belle confirms it, adding that Tails finds Sonic hilarious.

Sage’s response is one of sarcasm and a jab at Tails, yet she doesn't outright reject Sonic’s style of humor, more so just finds it “curious”.


THEIR PROCESSORS HAVE BEEN BURNED OUT.
THIS ISN'T JUST DISASSEMBLY, IT'S MUTILATION...
THEY WERE NEVER BROUGHT ONLINE TO BEGIN WITH.
YOUR SENTIMENTALITY IS MISPLACED.
TAK TAK-TAK

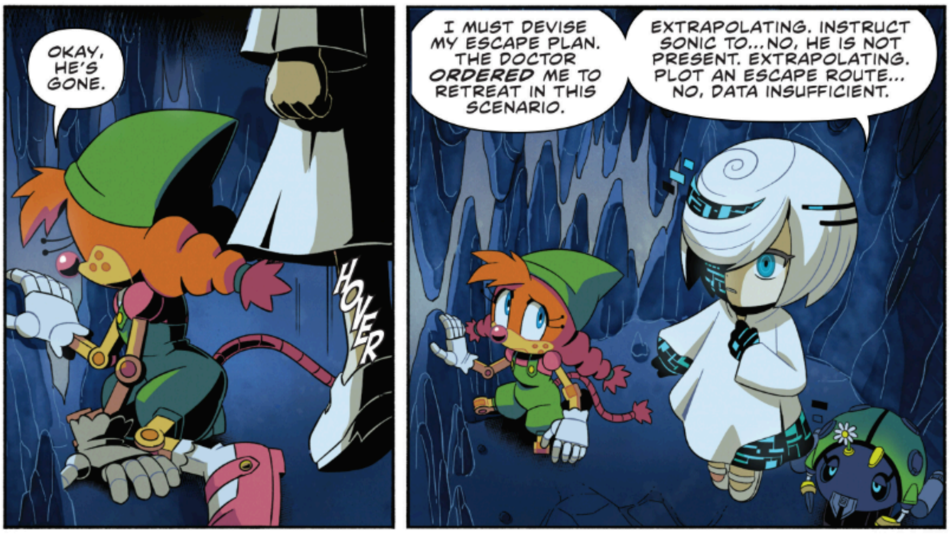
As the party discovers an inhabited workshop, scattered parts of Badniks litter the room. While Sage tries to dismiss it, stating that “**sentimentality is misplaced**”, she looks at Motobud tapping the frame of another motobug, and she clearly looks sad and scared, It highlights the compassion and emotion hiding behind her need to come off as distant, cold and loyal to her role as Eggman’s daughter and agent of the Empire.

As Sonic runs off and finds himself trapped within an illusion, Sage and Belle do inventory checks to discover if any parts are missing.


STAND DOWN AND--
SWISH
I DID NOT CALCULATE THIS POSSIBILITY...

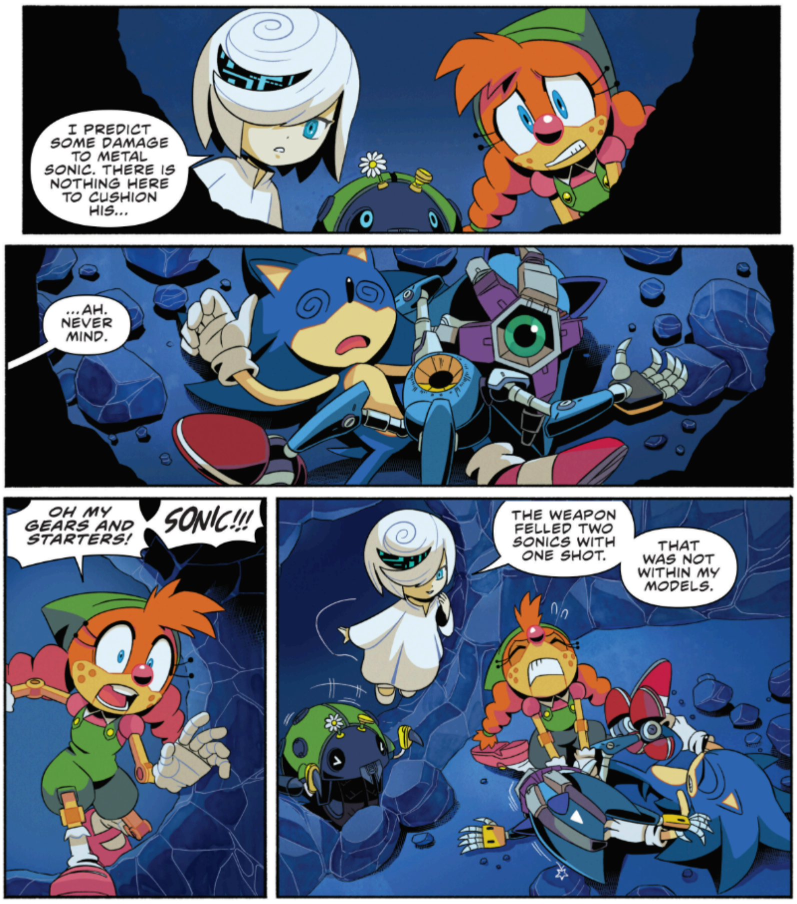
However, Metal Sonic surprise attacks them, going for Sage, and while Sage tries to defend herself, looking into the eye that is controlling Metal, her colour-scheme begins to glitch, and for a small moment, the red cyber-corruption returns. Her face turns to one of internal dread, claiming that she never calculated the possibility…

For the first time, Sage is facing the possibility that her development into who she is, the emotional lessons she learned from Sonic and Eggman, everything she values about herself, can be removed away, and it terrifies her.


OKAY, HE'S GONE.
HOVER
I MUST DEVISE MY ESCAPE PLAN. THE DOCTOR ORDERED ME TO RETREAT IN THIS SCENARIO.
EXTRAPOLATING. INSTRUCT SONIC TO...NO, HE IS NOT PRESENT. EXTRAPOLATING. PLOT AN ESCAPE ROUTE... NO, DATA INSUFFICIENT.

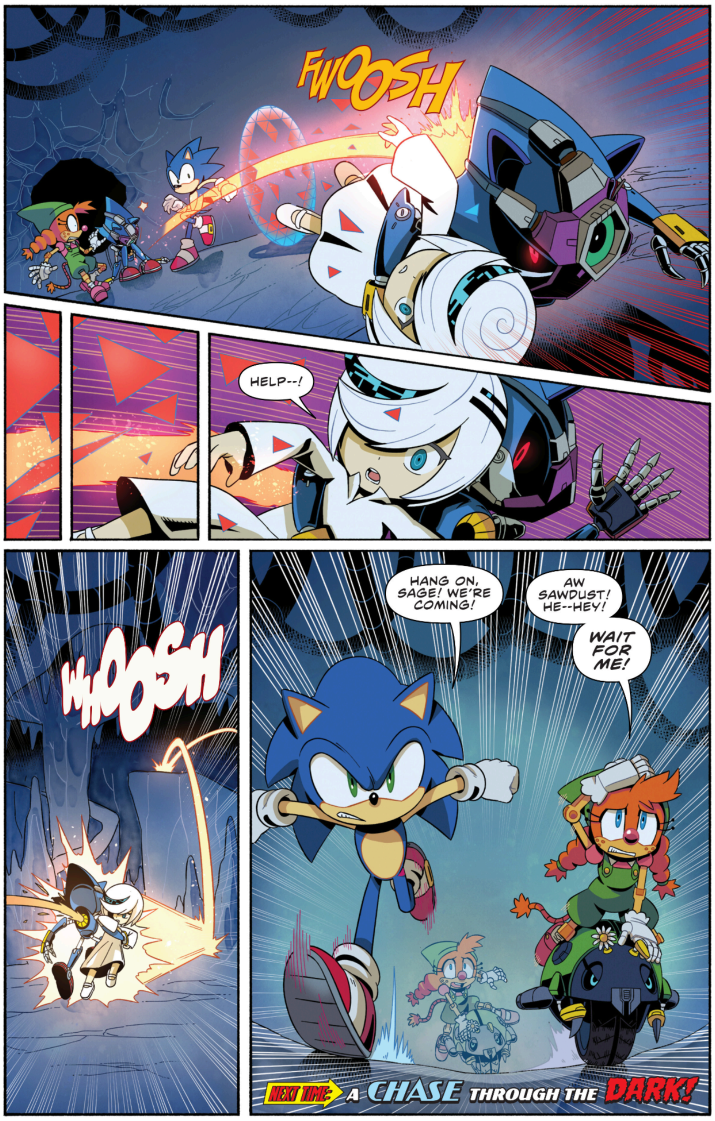
As Belle, Motobud and Sage hide from Metal, Sage is visibly shaken from the encounter, and recognising Eggman's order to retreat, she begins devising a plan, and who is her first thought to have helped her? Sonic. It wouldn't be anyone else.

It shows she instinctively thinks of Sonic when danger arrives, where her thoughts and calculations hone onto first. It's a very subtle but purposeful decision. Sonic isn't her plan C or B, he's her plan A. Someone she knows she can trust.

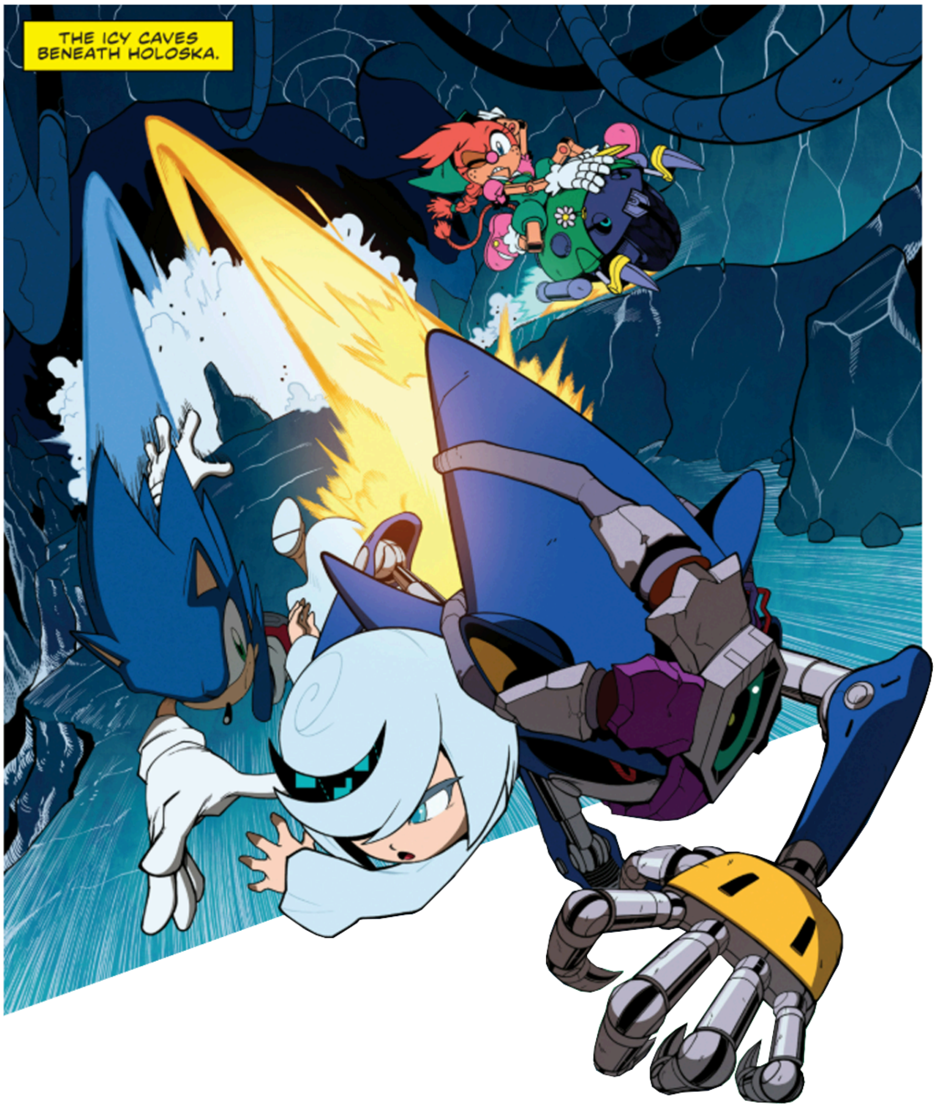

I PREDICT SOME DAMAGE TO METAL SONIC. THERE IS NOTHING HERE TO CUSHION HIS...
...AH. NEVER MIND.
OH MY GEARS AND STARTERS!
SONIC!!!
THE WEAPON FELLED TWO SONICS WITH ONE SHOT.
THAT WAS NOT WITHIN MY MODELS.

The problem is, Sonic is pre-occupied. So, both Sage and Belle work together to try and halt Metal's operations, using Belle's ability to fix up broken equipment and Sage's intelligence, they repair a weapon to shoot down Metal, yet as his body crashes through an ice wall, the sisters look through and see Metal lying on a dizzy Sonic. Belle worries and checks if Sonic's okay, but Sage's reaction is more telling. She knows how durable Sonic is, laughing in the face of danger and harm, so what's her response? She cracks a joke.

She understands that this isn't fatal for Sonic, so she's comfortable being able to laugh at the chance of taking down two Sonic's at the same time. She doesn't taunt him, but meets him exactly where he's at, and with how Sonic immediately tells Belle what happened with a grin, Sage reads the room correctly.


FWOOSH
HELP--!
WHOOSH
HANG ON, SAGE! WE'RE COMING!
AW SAWDUST! HE--HEY!
WAIT FOR ME!
NEXT TIME: A CHASE THROUGH THE DARK!

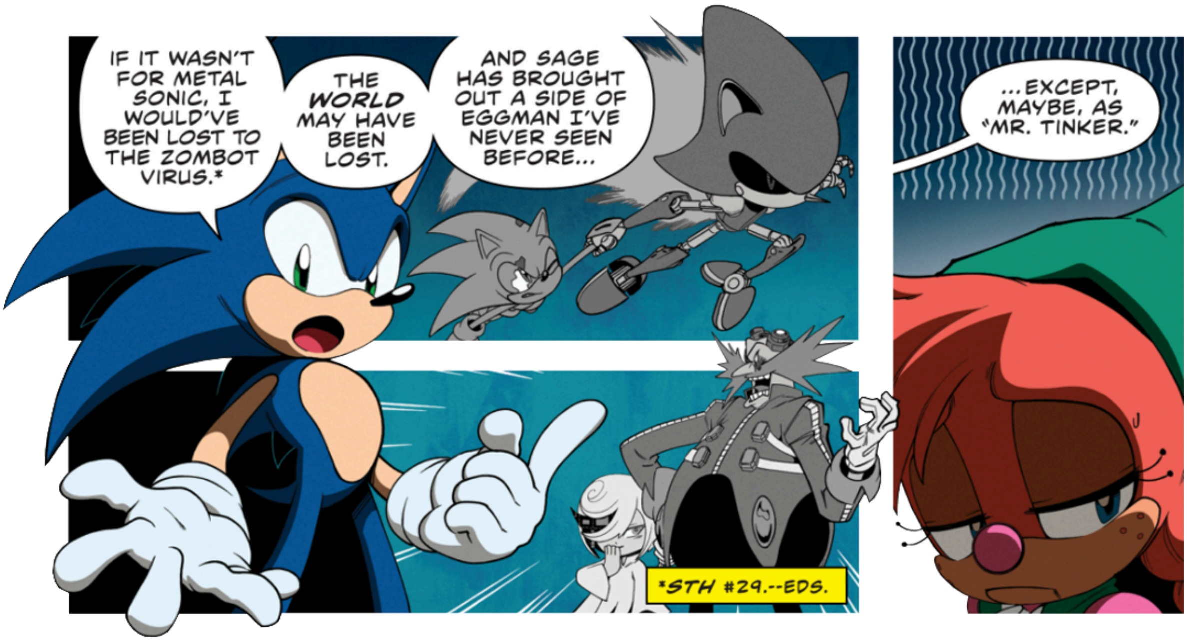
However, the humor of the moment dies as Metal reactivates and captures Sage. Sonic's grin? Gone. He speeds right after Metal, his face now one of anger while Belle tries to catch up to him. It shows a side of the dynamic we haven't seen yet. From Sonic's perspective, Sage is worth his protection. It's his time to save her from danger, because she's his friend.


THE ICY CAVES BENEATH HOLOSKA.

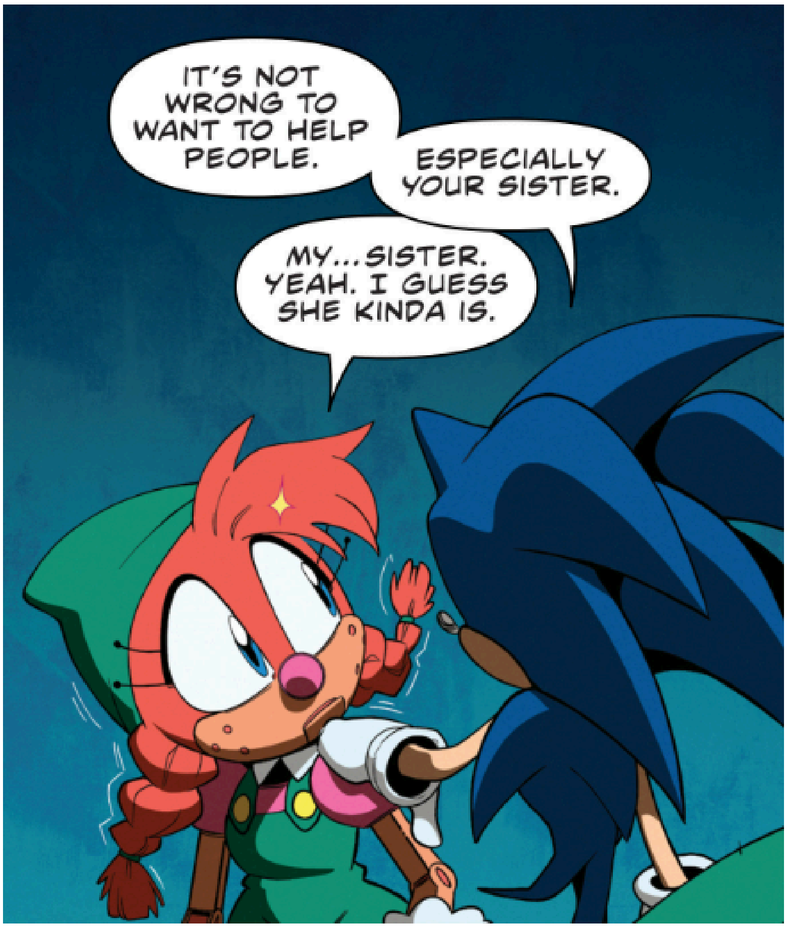
Going right into Issue 86, Sonic and Belle are in rapid pursuit of Metal, with our hero reaching out to Sage and her trying to close that gap between the two. Beside the fantastic art and colouring of Adam Bryse Thomas and Leonardo Ito De Oliveria, we see that trust between the boy and girl, Sage willing to let Sonic help her and attempt a rescue, showing how far this duo has come, unfortunately, Metal gets the slip.

Upon losing them, Belle begins to show doubts about the idea of saving Sage. She reflects on a previous adventure where she showed empathy and mercy to Metal, repairing him. She believes that doing such an act caused issues for themselves in the future, a similar way of thinking Sonic had to battle with prior to the events of Sonic Frontiers. Sonic however argues back against this way of thinking.

He shows belief in Sage, how she'll be much more different from Belle's doubtful predictions, explaining that she's revealed a side of Eggman he never expected: someone capable of genuine care and love. A version of the man Sonic has been reaching out to for so long.


IF IT WASN'T FOR METAL SONIC, I WOULD'VE BEEN LOST TO THE ZOMBOT VIRUS.*
THE *WORLD* MAY HAVE BEEN LOST.
AND SAGE HAS BROUGHT OUT A SIDE OF EGGMAN I'VE NEVER SEEN BEFORE...
...EXCEPT, MAYBE, AS "MR. TINKER."
**STH* #29.--EDS.

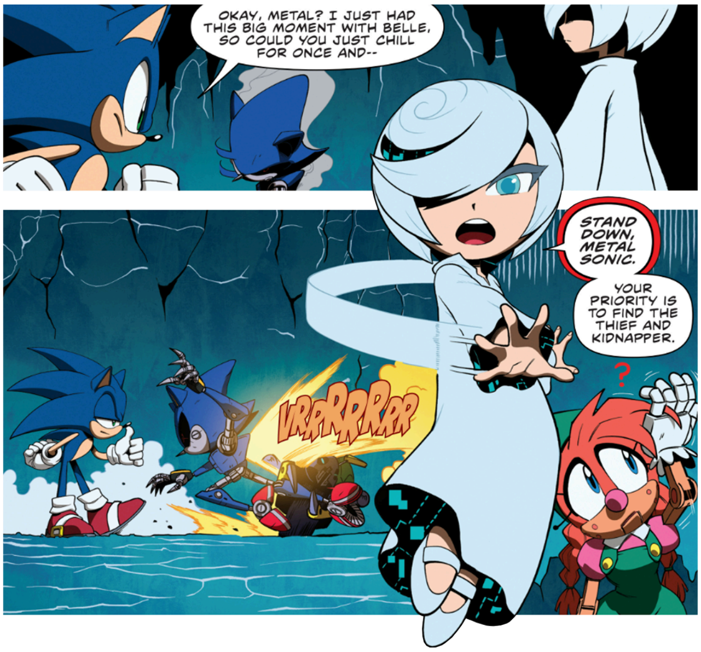
Sonic does something of note and is a very small but major choice. He normalises the idea of Sage being Belle's sister.


IT'S NOT WRONG TO WANT TO HELP PEOPLE.
ESPECIALLY YOUR SISTER.
MY...SISTER. YEAH. I GUESS SHE KINDA IS.

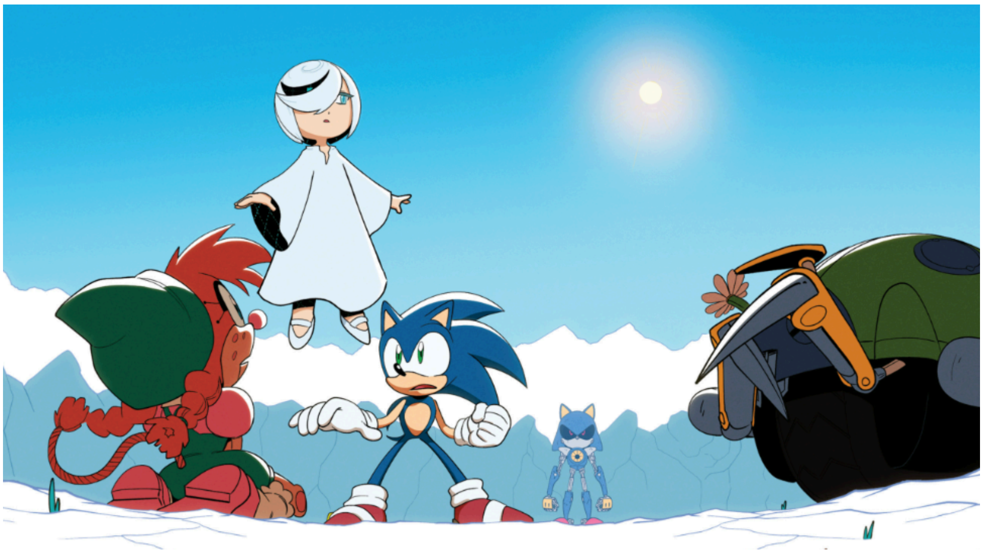
This act from Sonic is incredibly touching, not only because it helps persuade Belle not to give up on Sage before she's made a decisive act against them, but because he's building that bridge between Belle and Sage. He's the middleman bringing the beloved and the forgotten children of Eggman together, and hands Sage that extra dose of humanity she needs and in which Sonic is consistently working to provide.

Belle gets the idea to connect with Sage, and the voice of her guides both Belle and Sonic to her whereabouts, in which they run into a masked figure. We won't be focusing much on this grim-reaper looking character. Sorry!

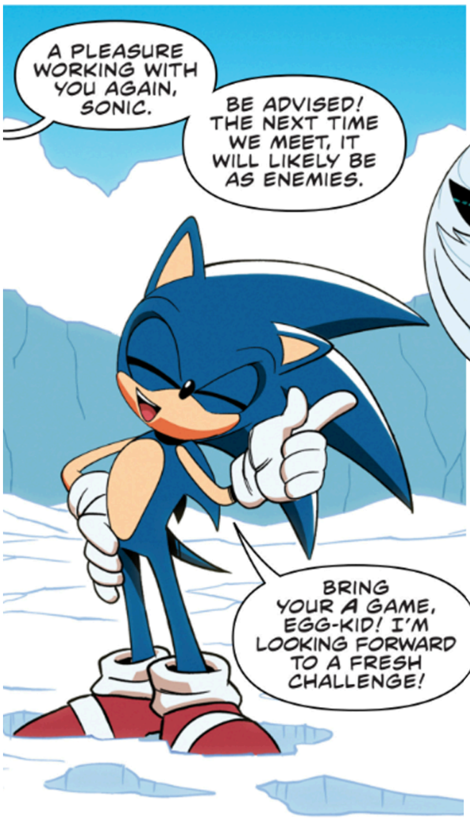
While Sonic is going toe-to-toe with Metal, Belle uses the opportunity to free Sage from containment, and the two of them manage to remove the device off Metal, freeing him. Despite that, our number one hater goes right back to fighting Sonic, with Sage having to step in and stop Metal from getting carried away, turning their attention to the masked figure.

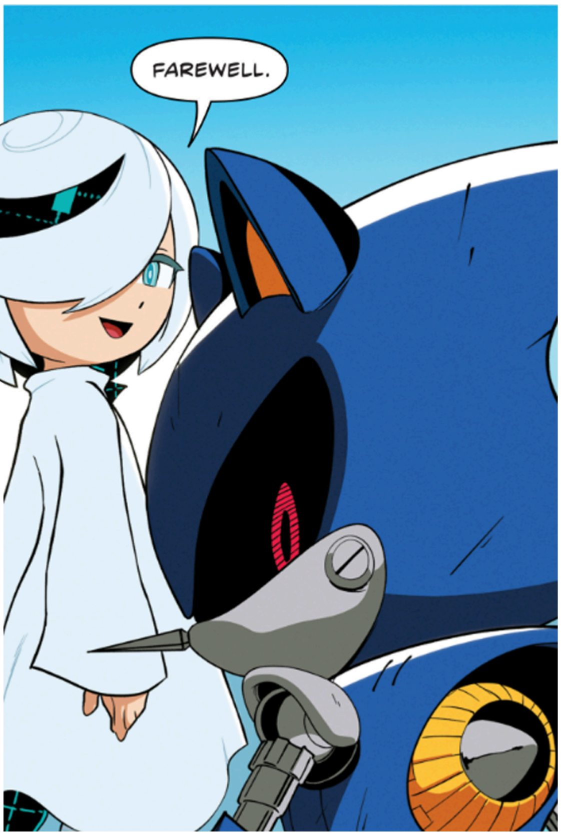

OKAY, METAL? I JUST HAD THIS BIG MOMENT WITH BELLE, SO COULD YOU JUST CHILL FOR ONCE AND--
VRRRRRRR
STAND DOWN, METAL SONIC.
YOUR PRIORITY IS TO FIND THE THIEF AND KIDNAPPER.
?

Our combined team of Sonic, Metal, Sage and Belle engage with this mysterious enemy, and despite the literal smoke and mirrors of its illusions, Sonic manages to get ahold of him and unmask him, however, they're all transported to the surface and Sonic forgets the identity of the villain.



After Sage removes most of Belle's connections to the Eggman Empire, she leaves a single communication channel between the two upon her sister's request. As Sage and Metal make their leave, Sage turns to Sonic and shows vocal warmth for their adventure, saying it was a pleasure. She does warn him though, explaining that the next time they meet could possibly be that of enemies, but Sonic smiles and shows enthusiasm for their next meeting, and Sage returns the smile with a simple "farewell."


A PLEASURE WORKING WITH YOU AGAIN, SONIC.
BE ADVISED! THE NEXT TIME WE MEET, IT WILL LIKELY BE AS ENEMIES.
BRING YOUR A GAME, EGG-KID! I'M LOOKING FORWARD TO A FRESH CHALLENGE!

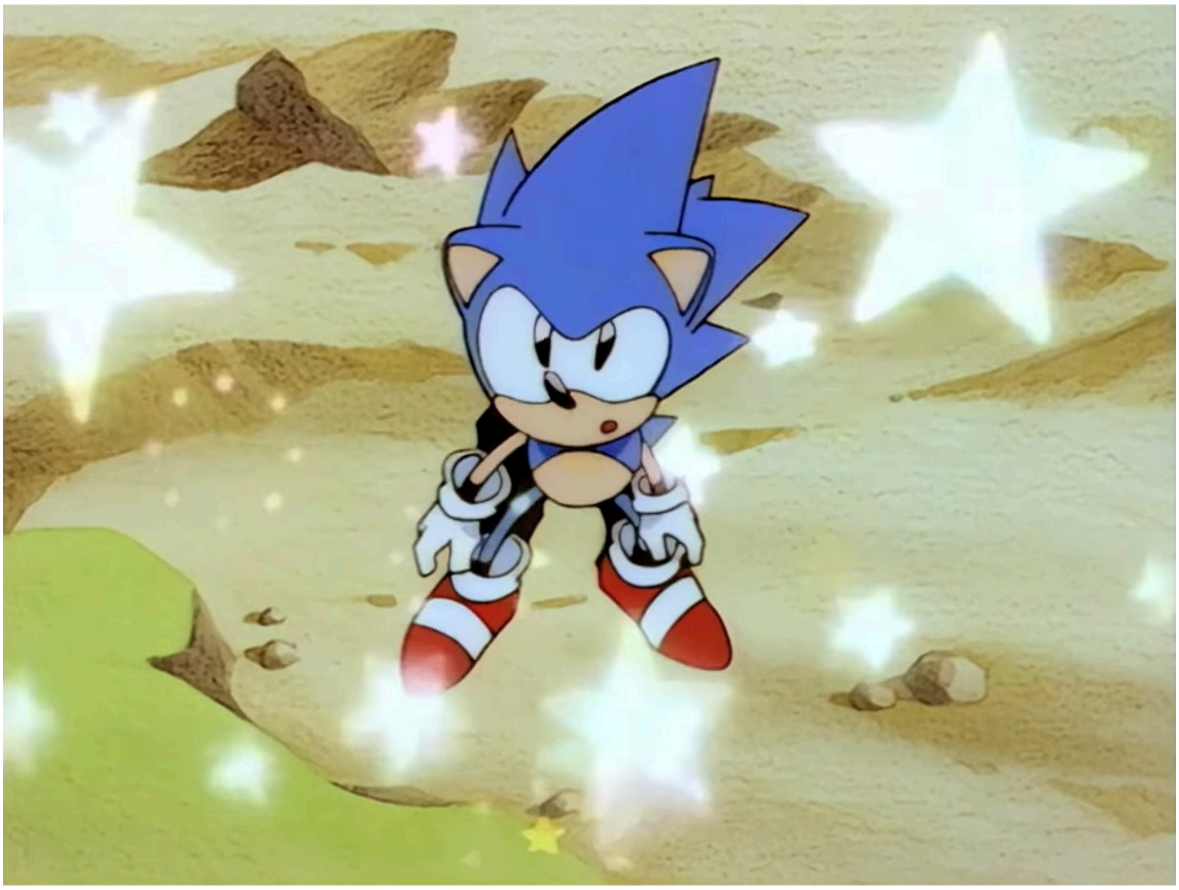


The IDW Team adapted the dynamic we've seen develop between the two wonderfully, further layering it with new angles. Sonic's intervention between Sage and Belle helps the two sisters find an invaluable bond that can blossom into something wonderful, and we see that despite her best efforts, Sonic's presence and bond brings her genuine warmth, leaving her entrusting him to save her when in danger. Trust is a notoriously difficult thing to hand someone, but she knows that no matter what, he'll come to her aid.

The circumstances of their opposing worldviews will require them to form a theatrical rivalry to bring peace to their loved ones, but in their hearts, they have something they love about each other. For Sage, Sonic is everything wrong with the logical world-but she loves him for that. For Sonic, Sage is a bratty but kindred soul who's a general of an empire he opposes-yet he loves her for that. They'll maybe never say it to each other openly, maybe the theatrics will have to stay as the public relationship everyone accepts, but their souls are tangled together in a way that she can truly reject, no matter how hard she tries

Their worlds are better with both of them in it, regardless of their roles. Without each other, they would lose the very thing that defines them: a bond that gives a girl validation in her desire for humanity, and gives a boy validation in his way of life.

✧:—:✧ Chapter 11: “You Will See Cosmic Eternity” ✧:—:✧



When the original Sonic The Hedgehog released back in 1991, there was a central theme that would inform the series throughout its life: Nature Vs. Technology.

This eternal conflict would see the two icons of both ends, Sonic and Dr. Eggman, clashing across space and time, The world would be sent into calamity by a manman’s ego, and would be saved by the heroic acts of a teenage hedgehog. These themes would be developed across the series, with a prominent example being from Sonic Unleashed.

Sonic Unleashed brought up the idea that Earth had a form of conscience, creating the gods “Light Gaia” and “Dark Gaia”, two powerful creatures capable of healing and destroying the planet. It led to a union of pure chaos that birthed the day and night. This theory can be directly tied to Sonic.

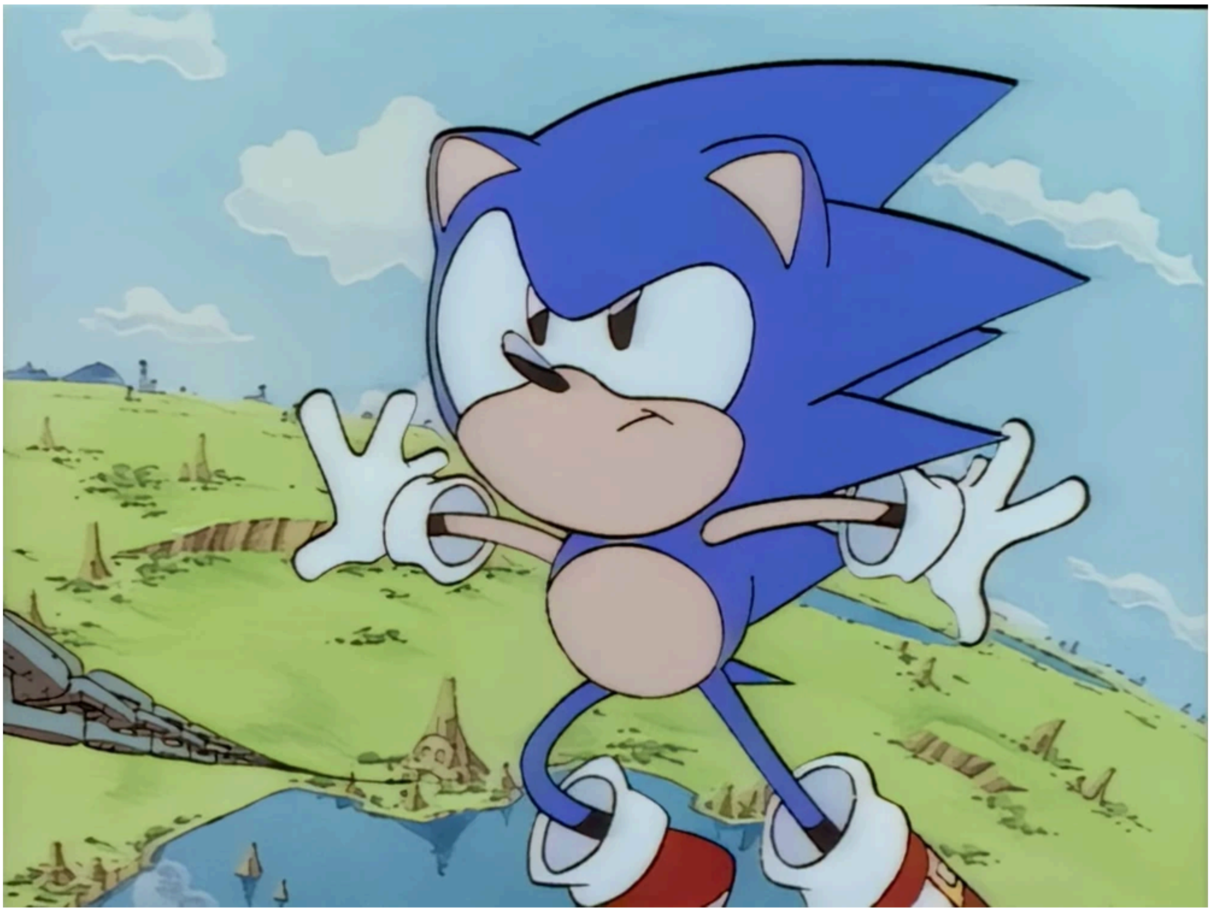
Naoto Ohshima, the creator of Sonic has stated that Sonic is a fairy, in the sense that he runs into people’s lives, forever changes them, and then leaves. He’s a constant force of nature running across the planet to help those in need, either through physical or mental challenges. I’ve always believed that just like Light and Dark Gaia, Sonic too is the will of the planet manifested. His origins are vague, because he just exists. It’s his world, his playground to sprint across, and his freedom that Eggman challenges.

This philosophy of Nature Vs. Technology manifested in the narrative with Sonic CD (1993), which saw the good futures feature lush grass, animals populating the land, and clean air to breathe in, while the bad future saw Little Planet chained to the Earth and encased in a steel prison.

However, near the tail end of the game, Sonic creates a good future for Metallic Madness, and it features a utopia built with nature and technology, a union between two opposing sides. This nuance has lingered in the series, and it proposes the idea that the physical manifestation of this is: Sage.

Sage was built for war. The conquest of the Earth by Dr. Eggman birthed a super intelligence, and due to corruption of the Ancients technology, it developed a body and capacity to think. It was through his slow warmth towards her that Eggman began to develop an attachment to Sage, leading her to become the future ruler of the Eggman Empire. However, on the opposite end you have Sonic, who provided her understanding, kindness and validation in her identity and self.

These two sides harmonized and birthed the Sage we know. The one who is the loving daughter to Dr. Eggman, and distant but devoted admirer of Sonic. Because of Sonic's willingness to touch her soul, he created what is essentially the Good Future for Sage, a girl who aspires to be loved.



It's this connection to the central themes of Sonic CD that makes this dynamic a tale told over 30 years ago, and also informs us of the main vocal themes are the perspectives of both Sage and Sonic respectively.

Sage holds the perspective of “You Can Do Anything*, the opening song of Sonic CD, singing about Sonic and his philosophy, the worldview that allows him to tackle the impossible with a smile and sprint to danger. Let’s begin:

*“Toot, toot, **Sonic Warrior** - Toot, toot, Sonic Warrior*

Your hour is near at hand,

You've got the power to save the land!

Toot, toot, Sonic Warrior - Toot, toot, Sonic Warrior

The power is in your mind

***To save the planet and conquer time!**”*

Sage has direct evidence of Sonic’s ability to save the world when the moment calls for it, either it be water gods or the personification of Death itself, she’s a believer that once the hour of decision making arrives, he’ll have the power to tackle any threat and protect the land he runs across. This directly mirrors the events of Frontiers: Final Horizon, as Sonic gains the powers necessary to take on The End before it can defile the sacred grounds of the Starfall Islands. Referring to Sonic as a warrior isn’t far from her classification of him before his cyber corruption took hold, stating: “Farewell, Hero.”

“Toot, toot, Sonic Warrior

Deep in space and time

Toot, toot, Sonic Warrior

Forever in your mind!

Nothing can survive, the will to stay alive

***'Cause if you try, you can do anything!**”*

Through the events of Frontiers, Sonic and Sage’s souls tangled together, resulting in the hedgehog becoming a permanent facet of her being. Due to this, he is quite literally forever in her mind, with her creating the “Sonic Standard" she compares everything too, using it to insult or taunt her enemies or beings she sees as lesser.

The quote “Nothing can survive, the will to stay alive” is her ultimate conclusion and main lesson Sonic taught her on the Starfall Islands: Converting Love into Power can result in a strength that can’t be calculated. It instills a tier of courage that can make us achieve the impossible, and it was this lesson that made her understand how Sonic could endure the Cyber Corruption for as long as he did, because Sonic’s single biggest strength isn’t his speed or super-forms, it’s his willpower.

“Toot, toot, Sonic Warrior

Always takes a chance

Toot, toot, Sonic Warrior

Never says he can't!

Nothing can survive, the will to stay alive

'Cause if you try, you can do anything!”

This is a direct reference to the scene on Chaos Island, with Sonic stating to Sage: “That won't be set in stone until I give up running!”. When it’s ultimately him in danger, he’s always ready to face any problem with full conviction and confidence, and Sage personally kept this in mind and has informed her actions since, like her full trust in Sonic fighting Metal or how she teases him and invites him to defy her. She has an intimate understanding of his character and plays into it.

However, it’s also a vocal declaration of her faith in him. “You Can Do Anything” is a lyrical chant from someone who fully believes in Sonic, understanding that his will power is his biggest and important factor and why he’s able to overcome impossible odds. It’s her internal monologue and report on who Sonic is, and why she thinks he’s remarkable.

We then look at the song “Cosmic Eternity”, the closing credits theme for the game, it acts as a dialogue from Sonic towards Sage. Let’s take a look:

“In the end, who's on your side?

Who can you trust, in the middle of the night?

Where will you be, if you can't find yourself?

There's no place to go, nothing to do

If you gotta do something, gotta do something

***Believe in yourself** - yourself - yourself - hey!"*

Sonic is questioning Sage, asking her who she trusts, what will she do if she can't find herself, real concerns that could regress her journey of humanization, the thing Sonic helped cultivate. However, in the same breath he offers an answer, telling her that if she needs to do something, it's to believe in herself. It's not about turning her good, or having her align with him only, but it's about her having faith in her own ability, intelligence and independence, the true benefits of being free, and the benefits of the philosophy Sonic taught her.

*"**Extraordinary things can happen** if you believe in yourself*

You've got to have some faith in yourself

*If you want **respect** from your friends."*

Here, he teaches her that with the power of faith in oneself, extraordinary things can happen, which will result in her friends (family) to have respect for her. Not only does Sonic explain how faith can be used as a power, but can spin it into a trait that can help her develop socially. It's his confession that he does respect her. The lyrics tie nicely with Sonic Frontiers, as it was Sage's faith in herself which allowed her to do something truly extraordinary, she sacrificed herself to save Sonic and in turn, the world. It's not just a possibility, it's a real reality she achieved.

*"**Don't re-arrange, no need to change***

Stay like you are, keep it all the same

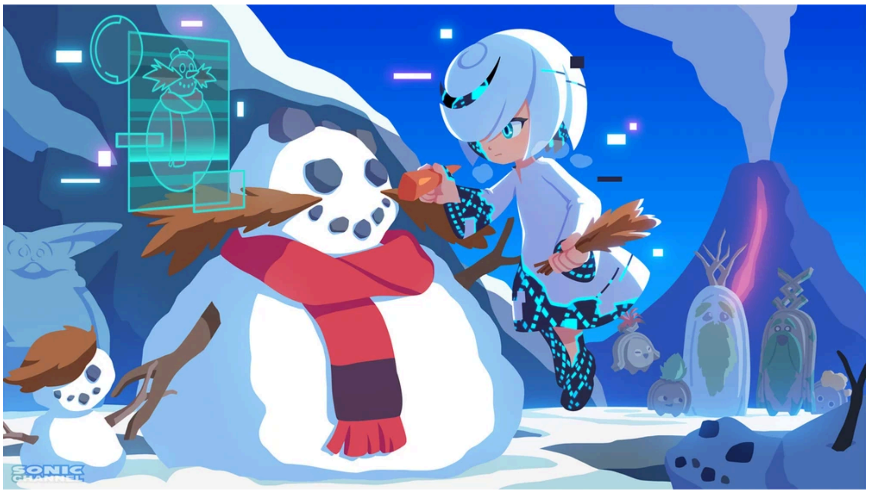
But as you move along in your life

Keep an open mind and don't forget

That if you gotta do something, gotta do something

Believe in yourself - yourself - yourself - hey!"

This set of lyrics tie with the dynamic seen in Sonic IDW. Sage is bratty, artificially distant and trying to build a wall between them, proving she is an enemy to him-but Sonic doesn't buy it. It's these traits, her shyness, embarrassment, attitude and ability to show admiration that humanise her, and it's what he loves about her.



He would be the most opposed to Sage being changed in any way, because he believes her best, more beautiful form is her current version now. The flaws are what make her more than just a machine, or just the daughter to Eggman, it’s what makes Sage a person. All that needs to happen to her in his mind is that she has an open mind, and to never forget to believe in herself. It’s a very selfless view to have, yet it perfectly highlights why it's not just Sage who does the heavy lifting in the dynamic: Sonic pulls his weight too.

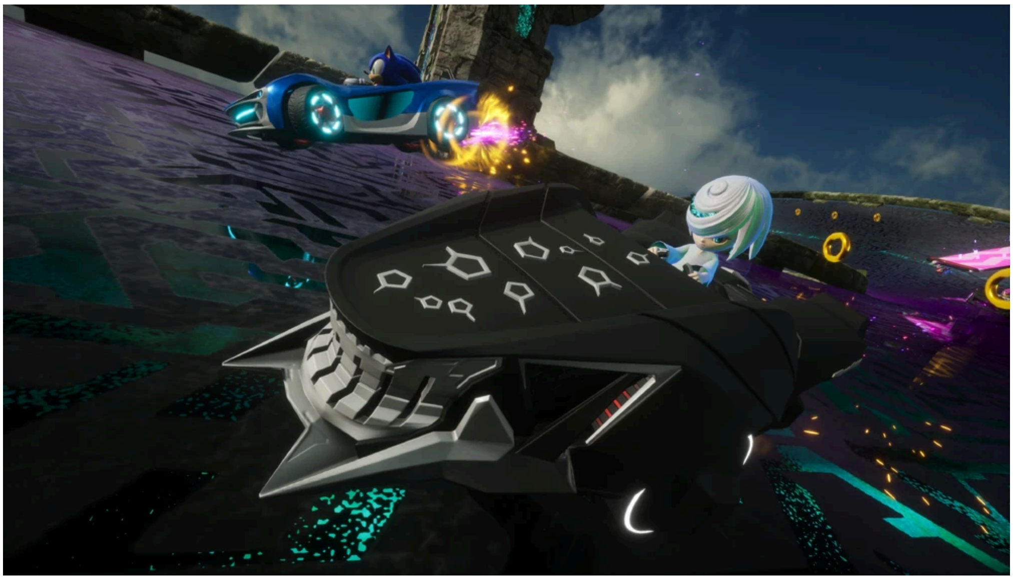
When you feel tight, ***look at yourself!***

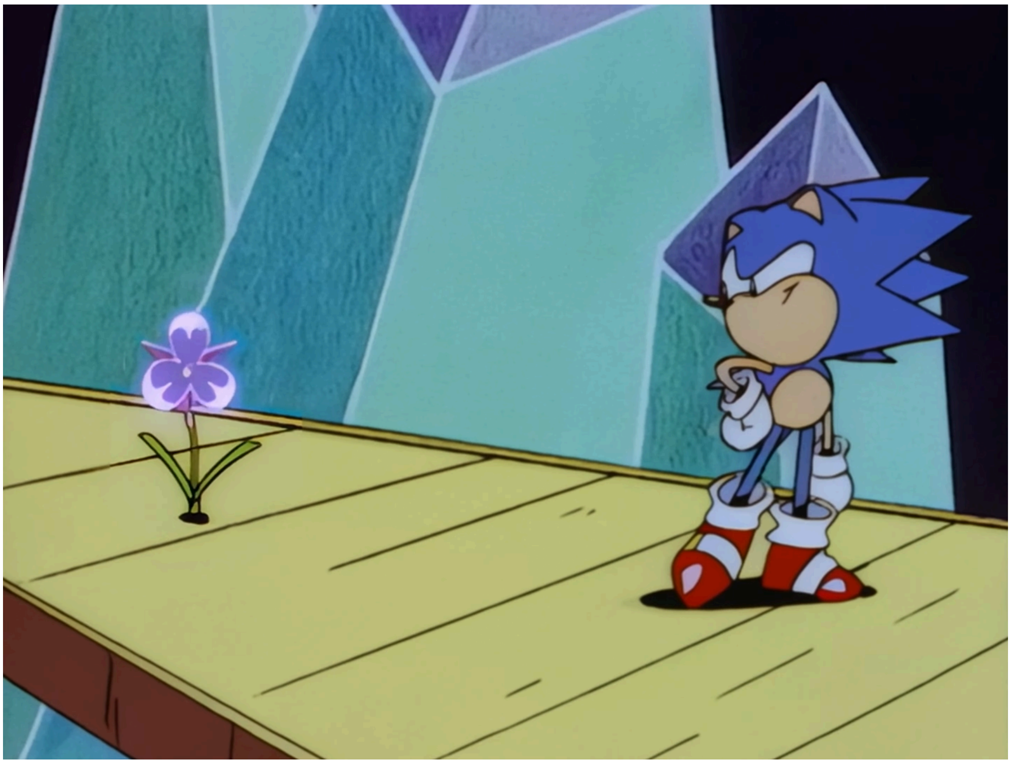
“Inside your heart, you will find a special place to unwind

When you feel fright, ***look at yourself***

Inside your mind, you will see

Cosmic eternity”





He reaches out and tells her that the only person she needs whenever she feels down or tired isn't anyone else, but just herself. He teaches her about self-love and self-reliance, two traits that are essential to humanity and the continuation of oneself. This is the central mission statement Sonic shows everyone he meets, from across every type of media, be it Games, Comics, Manga, Shows, Movies and much more. It's the life lesson the series has been teaching its fans and players since 1991, and is why it's beloved by everyone.

Here, he makes a promise, telling her that if she can look inside her mind, which she values most, and her heart, which is the home of her soul, she'll see "Cosmic Eternity".

In this definition, Cosmic Eternity represents an expanding universe of potential. Sonic can frame it as her existence being not tied to her artificial intelligence but her endless reaching soul. He can see she's so much more than just code; but a vast, developing and enduring girl with a soul that is as real and beautiful as the stars above them in the night sky.

It acts as the final validation: You're not a copy of life. You are as real as everyone else, and your soul is what makes you so special and worthy of love.

These songs aren't just tied to Sonic CD, because since 1993, they've appeared in many Sonic games across the franchise. The latest appearance was in Sonic Racing: CrossWorlds: Where Sage is a playable character.

"You Can Do Anything"'s consistent appearance across the series shows that the message it sings isn't just to sound nice, but is the lifeblood of the Sonic series narrative. Due to this, Sage's connection to the songs is bound by the fact they now share a game as well as the lyrics fitting her like a glove. While this can be said for any of the Sonic cast, it’s due to Sage’s mix of artificial intelligence and natural soul that makes her a living avatar of Sonic CD’s.

She is the embodiment of nature and technology finding harmony, and because of this, she is a physical reminder of what Sonic has been spending all of his life fighting for.

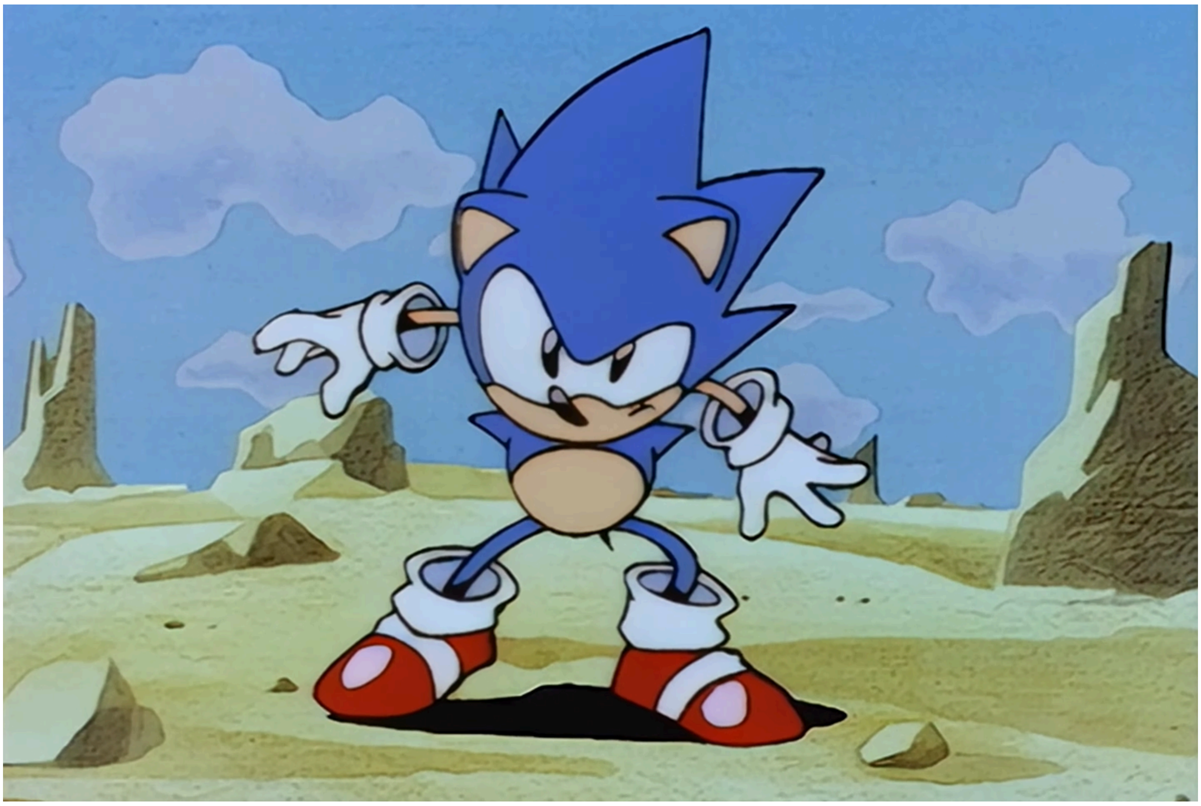
All of this is noted down by the central quote on the Japanese box art for Sonic CD, reading:

"To live a life of power, you must have faith that what you believe is right, even if others tell you you're wrong. The first thing you must do to live a life of power is to find courage. You must be ready to reach beyond the boundaries of Time itself. And to do that, all you need is the will to take that first step..."

Sage defied Eggman and built the bridge between him and Sonic, which resulted in the defeat of the End. It was her courage to defy her father’s ego and self-preservation that allowed her to make the right choice, to use her identity and power for the right reasons. Everything she needs to do to become who she wants to be is all obtainable, she’s perfectly capable of achieving amazing things, all she needs to do is have the “Will to Stay Alive” and take the first step.

It acts as a perfect breakdown of Sage and her emotional arc through Frontiers, but it also plays a role in highlighting where she discovered and learned this lesson of life…

She learned it from the boy who she admires so much, Sonic.



✧:—:✧ Chapter 12: Conclusion ✧:—:✧

✧:—:✧ *Close In The Distance*✧:—:✧

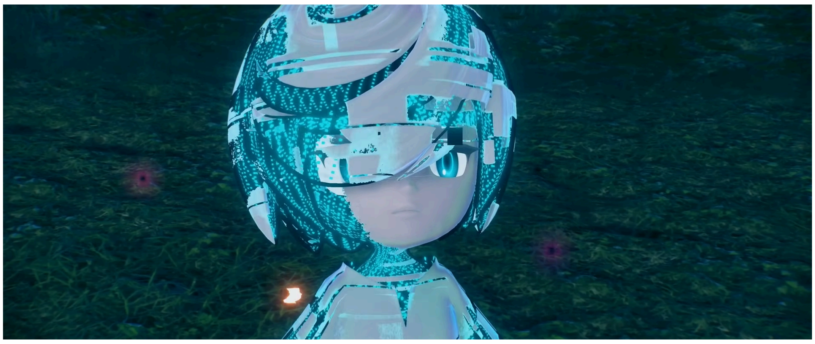
Sage will always hold Dr. Eggman, her father, to the top of her most loved people in the world. She devotes her existence to him, his work, his ambitions and his life's mission. That will probably remain the same forever, as the Sonic series under SEGA's management will remain under a status quo for the many years it'll live for. She's always been the heir to the Eggman Empire, the distant but loving sister to Cubot and Orbot, and strict sibling of Metal.

But under all the surface level conversation lies a dark, deep and warm pit of subtext, where that love could be informed, validated and blossomed, and it was with the time she spent with her second most important person on Earth: Sonic The Hedgehog.

From their initial meeting in the plains of Kronos Island, Sonic treated her with empathy, understanding, care and validation, willing to save her from whatever issues plagued her. This consistent exposure melted her outer shell, leading to her soul having the freedom to finally grow, causing her to have desire, wishes and feelings.

However, because of the reality they live in, Sage can never truly reciprocate that same kindness Sonic shows her, not out of hatred, but limitation. Her need to support Eggman conflicts with her real warmth and admiration for Sonic, leading to her having to produce fake distance from him so she can appease her father. However, Sonic's consistent and boundary crossing care for her still produces cracks in her persona, or how she'll hold him to the standard comparable to a celebrity or god.

Characters like Dr. Eggman, Amy and Belle recognize the relationship between these two, curious about why these two get along so well, yet it's this fact that further highlights how bittersweet their dynamic is. They should be best friends, kindred spirits in the purest form, but as children of nature and technology, they'll always be fighting against each other, on sides neither willing to surrender or live in peace with.



Regardless of that, by the end of Sonic Frontiers, Sonic left that profound impact on Sage which allowed her to connect with Eggman and achieve the bond she cried over. Without her hero, she might never become anything more than a machine wishing to be human, rather than being a human where it was important: her soul.

Since the events on the Starfall Islands, Sage has tried her best to keep up her loyal relationship to Eggman and his empire, and while that loyalty is genuine, it can't be ignored how much she ties threads back to the hedgehog. From using his quips against others to relying on him when in danger, she's shown enough signs to understand that Sonic is what she considers the best you can be. Her "Sonic Standard".

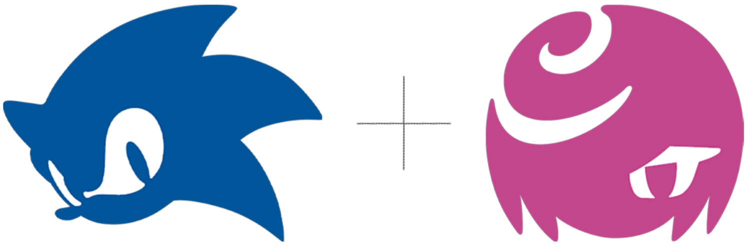
In a way, this too is another trait of being human. Life can be harsh, unfair and cruel. Sage can be with her father, her brothers, and even form connections to those like Cream and Belle, but she can never be with the boy who taught her why having a soul isn't a bad thing, why having the capacity to feel is a blessing. She can never be seen as a friend to Sonic The Hedgehog. Despite that, it's Sonic we're talking about. He's going to be by her side no matter what. Maybe one day, they can be friends.

Sonic and Sage, two kindred spirits, physical embodiments of two eternally opposing sides, destined to be drawn apart by fate itself. Yet no matter what, their souls are ever bound by the experiences they've shared. Their existence and place in the endless universe validated.

There is a girl, made of code, light and with boundless knowledge, validated by a boy named Sonic who saw her as a human, as someone worth caring and loving for. Then, there is a boy, a freedom fighter, always running and with boundless freedom, validated by a girl named Sage who showed his endless empathy and kindness can change someone made to hate them.

Together, they're friends. **Close, but in the distance**.

I’m Here…



…I’m with you